

ZD ZIFF-DAVIS
A SUPERSTACK
MAGAZINE

Codes • Tips • Strategies

PlayStation • N64 • Game Boy Color

EXPERT GAMER

STAR WARS EPISODE I™ RACER

MASSIVE
R4
RIDGE RACER TYPE 4™
STRATEGY

Also Featured

Beetle Adventure Racing • Ehrgeiz
Bloody Roar 2 • MLB 2000 • Goemon

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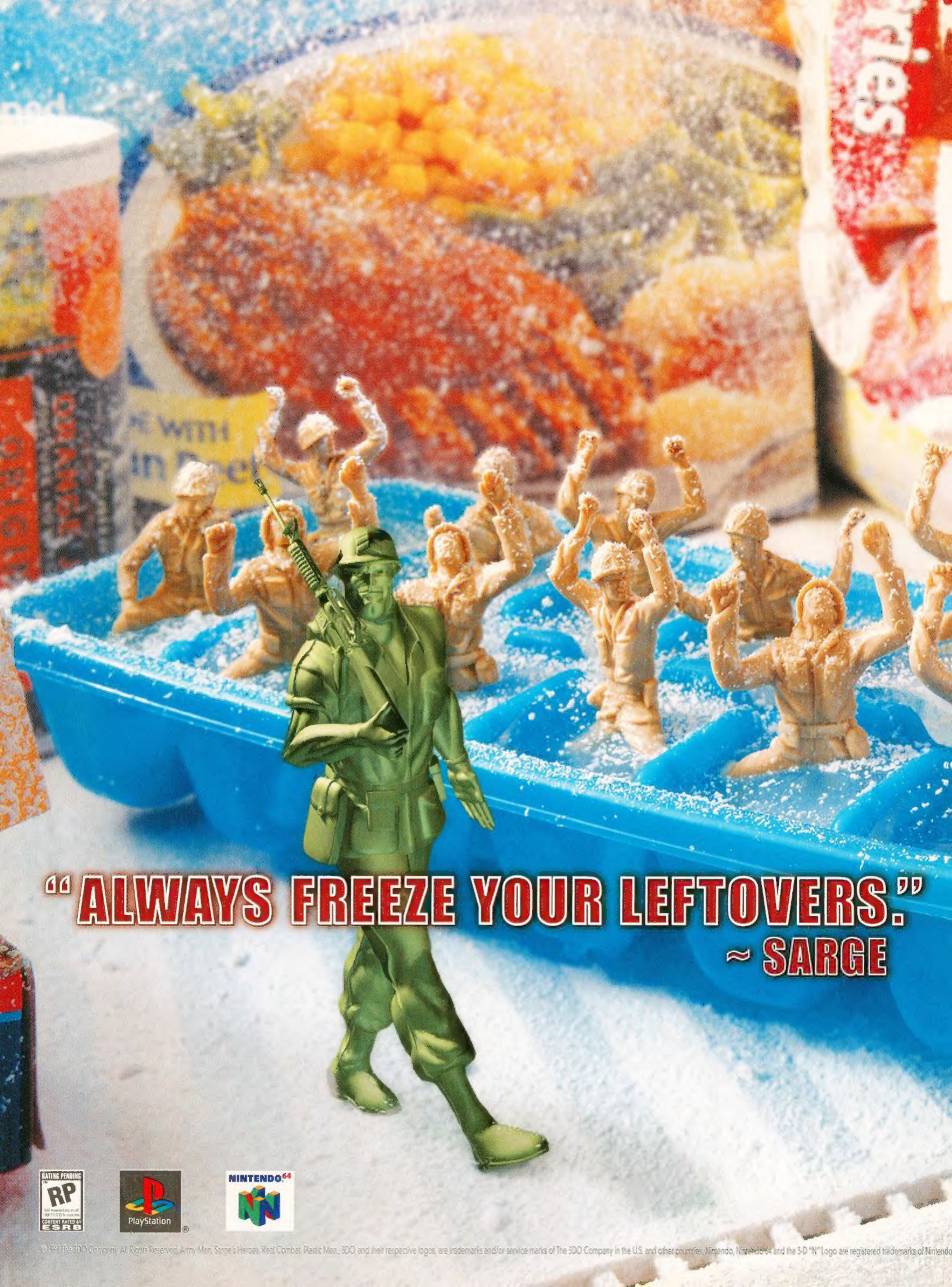
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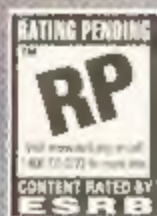


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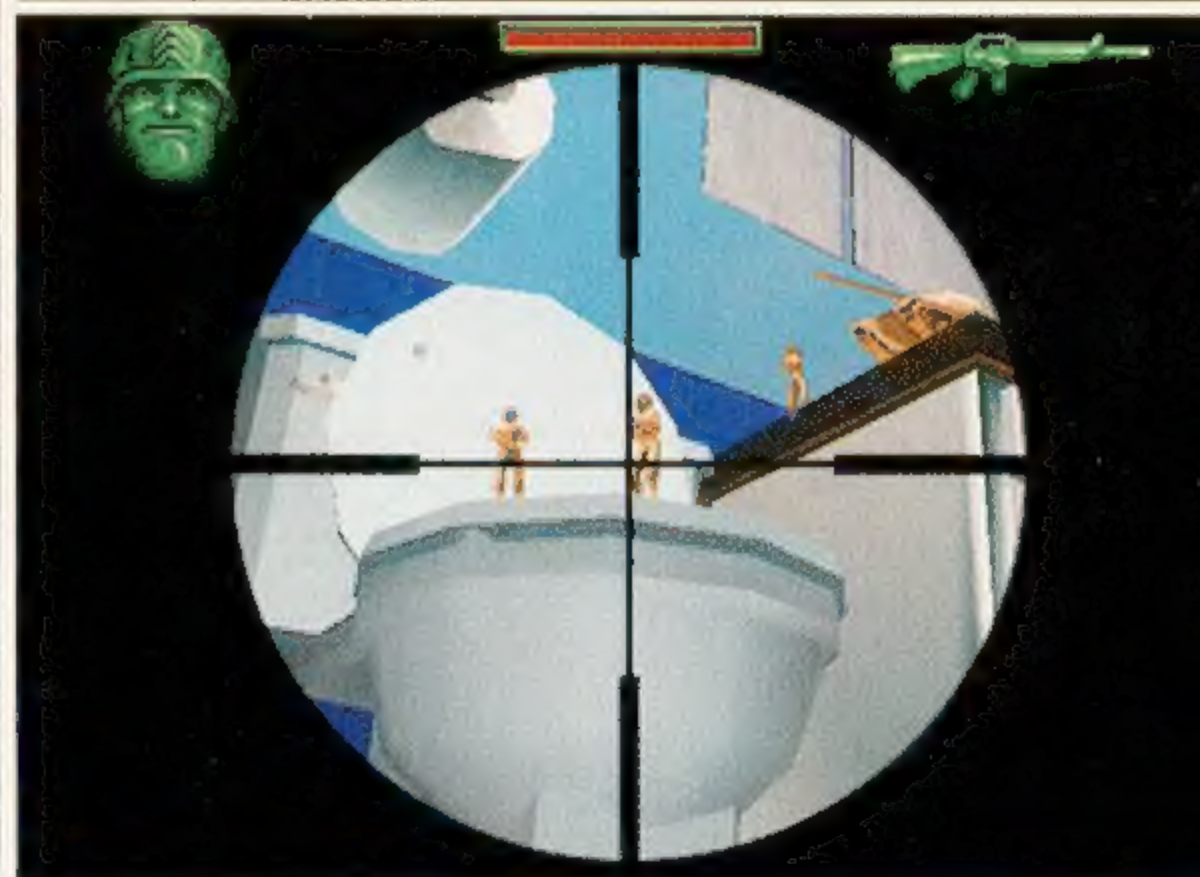
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I Can't Drive 55! Racers Cross XG Finish Line

Xg's Stats

National holiday for
Star Wars: Episode I

Catch ya on the flip side
Howard Grossman,
Ben Durbin and the
Gaming Goddess

Still recovering from...
E3 frenzy

New XG health food
Broccoli

Looking good at E3
Dreamcast

Deathmatch...
Scottie Pippen vs.
Darryl Strawberry

Word of advice
Never buy music
by weight

XG quote of the month
We love competition as
long as they're failing

The waiting game
Quake II, Legacy of Kain:
Soul Reaver

The assist from
Dave "Magic" Malec

Tekken 3 Gurus
San Jose culture

It's been tough to drive to work, or anywhere, lately without wanting to go just a little faster. That's because we've been feasting on a trio of great racing games—**Star Wars: Racer**, **R4** and **Beetle Adventure Racing**. Each game attacks the genre in its own unique fashion. **Star Wars: Racer** features some of the largest tracks ever seen on a console system. **Beetle** puts an emphasis on exploration. **R4** lets you attack the track with silky-smooth control and high-end fantasy cars. So what are you waiting for, hit the gas and see what we've been driving...



Andy has quite the case of **Episode I** fever, and took his medicine in the form of **Star Wars: Racer**. After a quick recovery, it was on to **Beetle Adventure Racing**. This game is huge, and required extra help from Candyman, the office tech guy, to unlock every last secret. Aside from figuring out when to get in line for the new **Star Wars** flick, Andy has been busy with final tryouts for the Arlington Heights National Laser Quest Team.



Jim (a.k.a. Johnny McSwift) took on the formidable task of giving our readers everything they wanted to know about **R4**. Learn how to get all 321 cars, including the secret Pac-Man Mobile, thanks to the expertise of our racing guru. After gaining the checked flag in **R4**, Mazurek headed out West to get an exclusive look at **Tekken Tag Tournament** (arcade). Spending hour upon hour with the nationally ranked **Tekken 3** players definitely takes its toll (ego crusher!), but Jim walked away with some hardcore tactics that no **Tekken 3** player should be without. Look for the **Tekken** tips in the next two issues of *Expert Gamer*.



This month Scott has become the fighting guru once again. He shows you all the moves for **Bloody Roar 2**, including how to work the juggling engine from hell. When Scott was asked to compare the second version of the game to the first he said, "This is the second version?" He also managed to enlist the help of master FAQ writer Pat Dolan to give you an early jump on **Ehrgeiz**, the huge 3D fighter featuring **Final Fantasy** characters. Watch for another update on this one next month...



Ben Durbin made his final "official" contribution to *Expert Gamer*, as he decided to take his pasta-eating, Warhammer-playing, snide-remarking skills elsewhere. However, before Durbin could escape, we had him bust out a six-page **Goemon** guide which will get you past the game's toughest Bosses.



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Expert Gamer (ISSN#1099-8233) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Paid at Lombard, IL and additional mailing offices. Single issue rates: \$4.99. The one-year (12 issue) subscription rate is \$24.97 in the U.S. and \$40.97 outside the U.S. Checks must be made payable in U.S. currency only to Expert Gamer, POSTMASTER: Send address changes to Expert Gamer, P.O. Box 55371, Boulder, CO 80322-5371. For subscription service questions, call (303) 665-8930 (U.S. only) and (303) 604-7445 (outside the U.S.) or visit us at our subscription Web site at <http://subscribe.expertgamer.com/service>. We periodically make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Please include your subscription label when writing to us. It contains valuable information about your subscription that will help us. Please allow 6-8 weeks before receiving your first issue as well as for any subscription changes to take place on any existing subscription. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of ZD Inc. © 1999 ZD Inc. All Rights Reserved. Expert Gamer is a trademark of ZD Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 14049 6720 RT. Printed in the USA.

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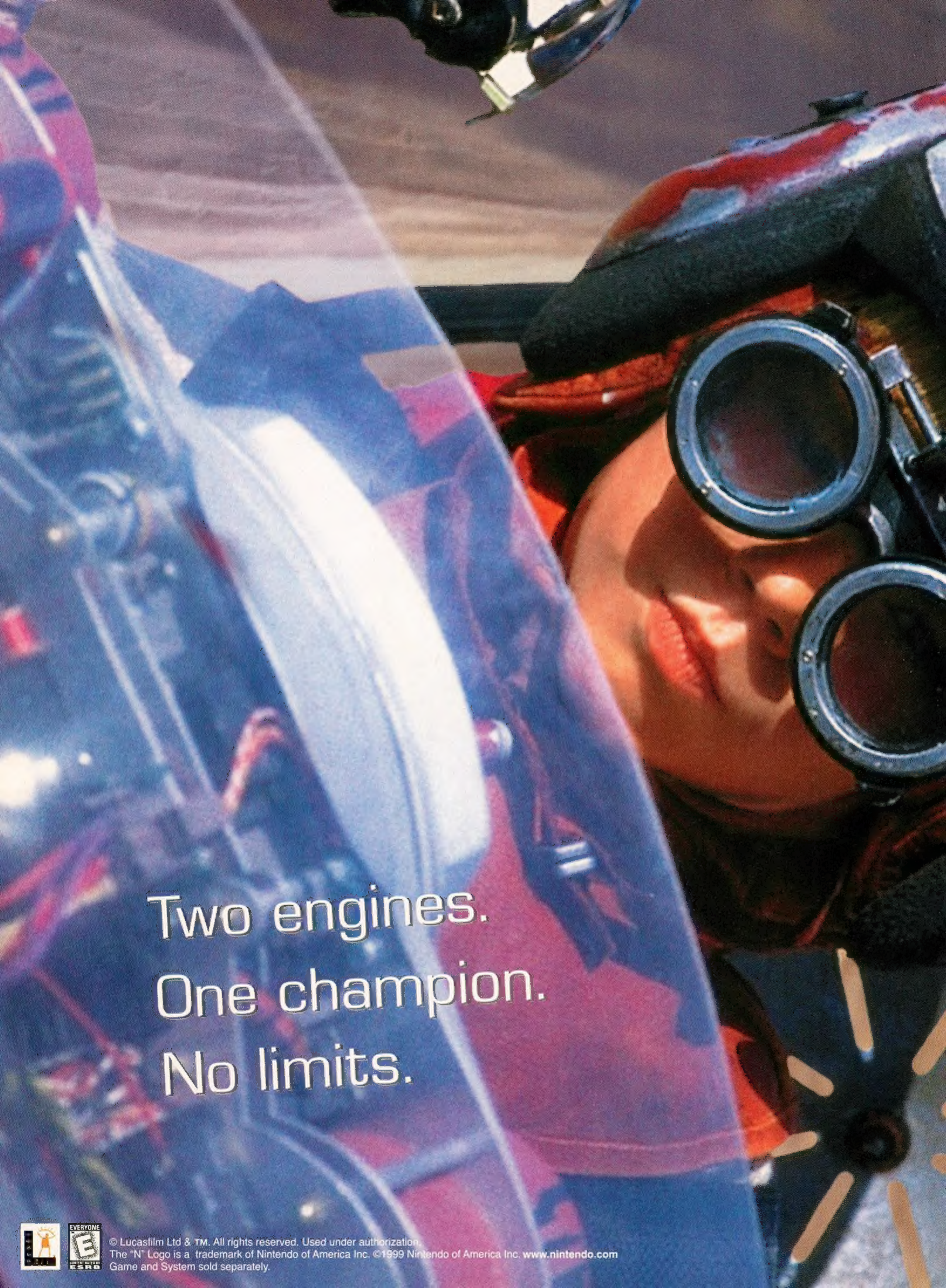


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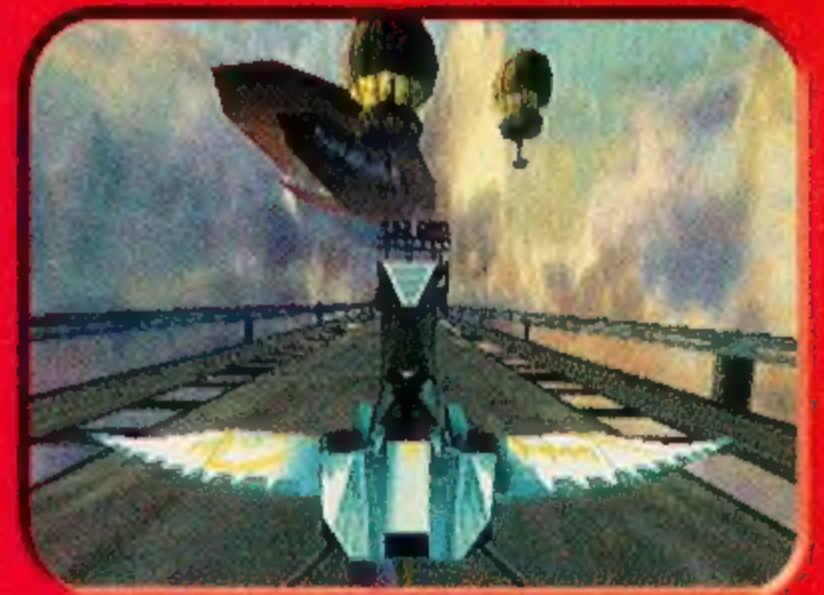
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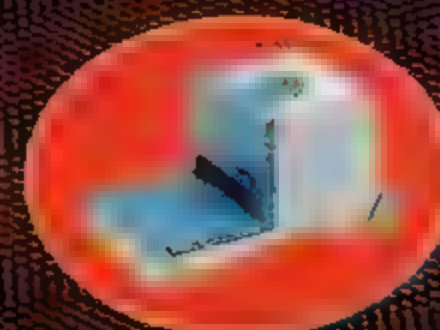
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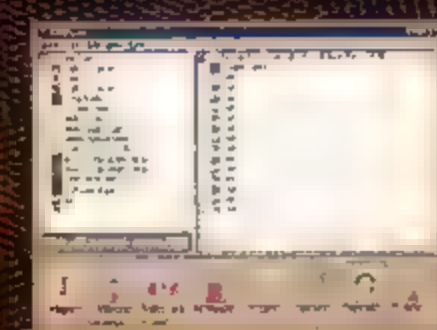
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EXPERT'S CHOICE

90

Star Wars: Racer

XG will be your Force when you use the Star Wars: Racer strategy. It details all the tracks and racers, explains the best shortcuts to take as well as warns where each danger zone is located.



DEPARTMENTS

6

Editorial

Rev up your gaming engines—this issue strategizes numerous racing games.

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Gamers' Forum

Too hard or too easy: XG tries to solve the question of how to make a game "just right".

104

Game Over

Find out what happens to Gabe Logan at the end of Syphon Filter...

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Coming Soon

Preview what will be in the July issue of *Expert Gamer*, *Electronic Gaming Monthly* and *OPM*.

TRICKS OF THE TRADE

Secrets, tricks and codes for today's hottest game systems

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16 New Games This Month Rampage 2: Universal Tour, Beetle Adventure Racing, Extreme-G: XG 2, Lode Runner 3-D, Snowboard Kids 2, Super Smash Bros., Triple Play 2000, Army Men 3D, Civilization 2, Contender, T'ai Fu and many more!

FEATURE STRATEGIES

Everything you need to know to be an Expert Gamer!



48

Bloody Roar 2

All combos, special moves, secret characters as well as tricks are in the BR2 guide.



58

Ehrgeiz

Learn the moves for the 11 starter characters and how to defeat the Boss.



64

Goemon

The guide contains a detailed walk-through plus sub-Boss and Boss strategies.



70

Beetle Adv. Racing

XG shows every shortcut in each track as well as where the items are located.



80

Ridge Racer Type 4

This strategy gives plenty of secrets plus pros and cons on all 320-plus cars.

QUICK HITS

Quick tips to get you through life's toughest games

MLB 2000

Fielding, running, training and scouting tips to help you create the best team.

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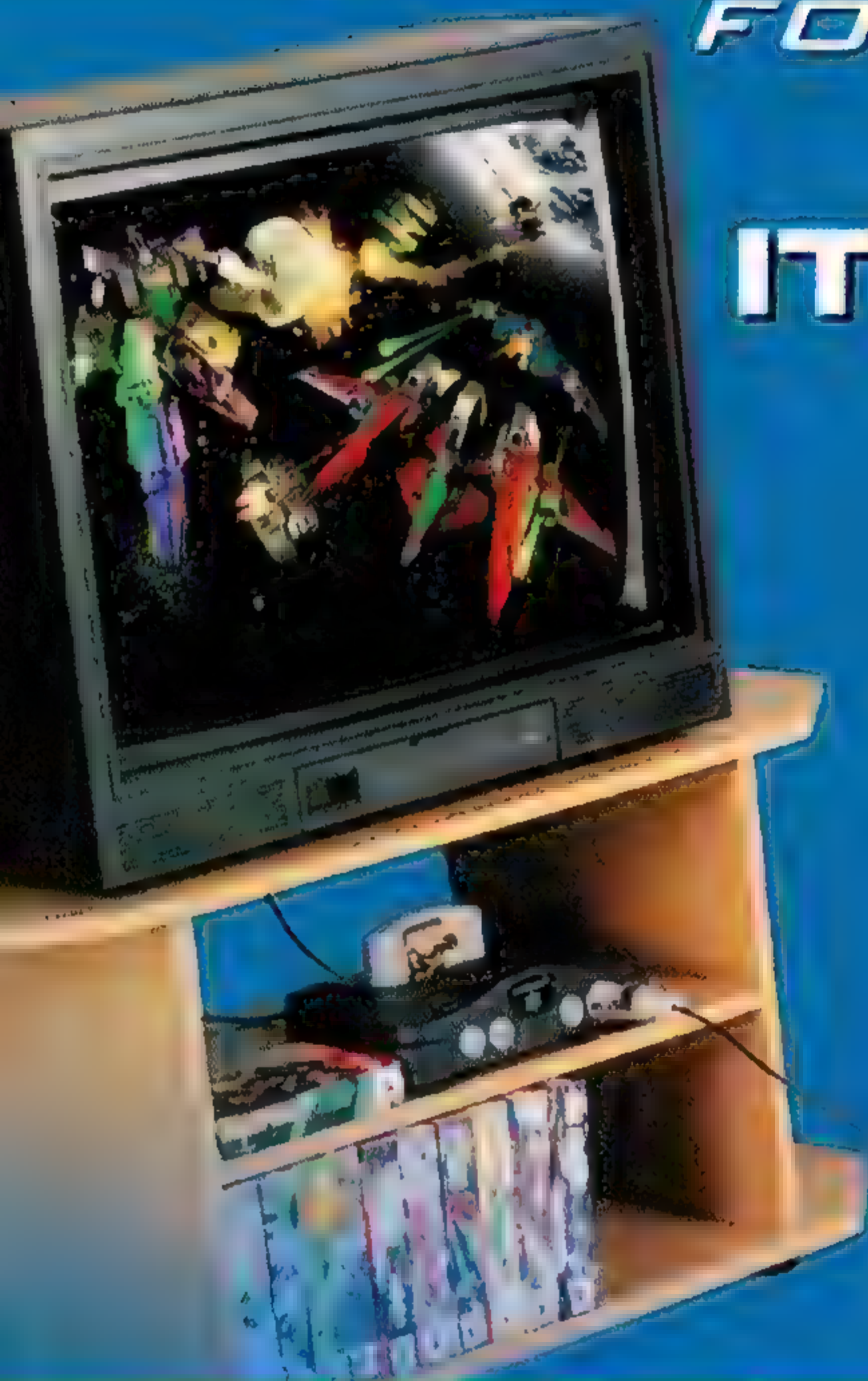


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Winners!

• Here are the winners of XG #58 Game Over Contest:

1. Zach Broids
Bradford, Penn.
2. Dante Silquero
Chicago Heights, Ill.
3. J.J. Greewax
West Grove, Penn.

• The answer to XG #59 Game Over Contest is: **Final Fantasy Tactics**

Reminder

When submitting a letter for the Letter of the Month contest whether by e-mail or snail-mail, it is important to include your name, address, telephone number and the desired system controller. (The address and telephone number will not be printed.)

Fascination with Arts

Dear Gaming Goddess,

In the game Legend of Legaia, how do you obtain the Hyper Arts, Miracle Arts and Super Arts? I know Hyper Arts can be earned, but how? If you can tell me, that would be a great help. Thanks a lot.

ZeRo127 • via the Net

Hyper Arts are obtained through reading certain element books (thunder book, fire book, etc.). These books are usually obtained after beating a Boss. To get the use of the Super and the Miracle Arts you need to have an action bar long enough to be able to enter all the commands.

Gameballs

Dear Gaming Goddess,

I read your Mario Party strategy in Expert Gamer #58, and I understood that once you beat the Eternal Star you could get No Koopa, No Boo, the end credits and gameballs. I got the first three but no gameballs. Why would this happen? Please help me, because I would really like to know.

Jayme Keddy • Nova Scotia, Canada

Have you beaten all the minigames as well? Associate editor Andy Baran beat all the minigames before completing the game. They should appear after you have beaten the Bumperball Mazes. Normally you should beat everything before finishing the game.

Mastering the wall

Dear Gaming Goddess,

There is one thing that is really annoying me in Zelda: Ocarina of Time: How do you defeat the wallmaster (the monster that looks like a grabbing hand)? Also, how do you avoid being grabbed by it? Any help would be great.

Daniel New • Longwood, Fla.

The best advice is to keep moving so it can't grab you and don't worry about destroying it. However, if you want to blast it, use bombs.



The hefty repair bills and racing for pink slips...Is Need For Speed: High Stakes too challenging? Or is the game being realistic?

Making games just right

Are today's games too challenging?

Dear Gaming Goddess,

I have something to say about game hardness. I think the games today are getting harder. No, I'm not complaining, but I'm sort of on the fence when it comes to difficulty. It's good to have a challenging game, however some games released recently have almost been too hard. Let's take NFS: High Stakes, for instance. OK, so it isn't so hard at the beginning. I was thinking, "Oh, this is not that bad," but then when I reached the Tournament Four, I almost killed myself—it was so hard. I seemed to always place last, earning myself a huge repair bill. I think what the game developer could have done is make a choice of hardness (besides the hot pursuit and single race). For example, there could be such options as Easiest, Easy, Medium, Hard and Hardest. You could raise the level of hardness yourself, as you become better. I think many people would agree with me. However, I definitely don't want games to get easy—but just right; at your own skill level.

Dan Norris
Crystal Lake, Ill.

Dan won an InterAct Controller for the N64, PlayStation or Saturn!



While editor Jim Mazurek would probably agree with you and agree that Need For Speed: High Stakes is indeed one of the most challenging games to be released in a long time, there is always that assembly of hardcore gamers who insist that most of today's games are "far too easy" to complete. Your solution about implementing "difficulty" settings is one that many developers have taken into consideration, but few have been able to execute with authority.

Metal Gear Solid had difficulty settings, yet it didn't seem to help the gamers who had trouble with some of the puzzle-related elements later on in the game.

XG solution: If companies are going to implement "difficulty" settings into their games, we ask that they put some effort into it. Don't give us a 200 percent health bonus at the start, and then leave us hanging for the rest of the game. Do it right, or don't do it at all.

LETTER OF THE MONTH Contest Rules: 1. No Purchase Necessary. To enter, send your letter to Gamers' Forum, P.O. Box 3338, Oak Brook, IL 60522-3338. Letters must be received by the deadline. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. 2. Prizes. The grand prize will be a new system (to be determined by the contest sponsor). Other prizes include a new system (to be determined by the contest sponsor). 3. Odds. The odds of winning are 1 in 10,000. 4. Winner. The winner will be selected by a random drawing. 5. Notification. The winner will be notified by mail. 6. Prize. The prize will be shipped to the winner. 7. Taxes. The winner is responsible for any taxes. 8. Void where prohibited. 9. No cash prize. 10. No substitution. 11. No transfer. 12. No resale. 13. No assignment. 14. No license. 15. No interest. 16. No warranty. 17. No guarantee. 18. No responsibility. 19. No liability. 20. No damages. 21. 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Where's Saryu?

Dear Gaming Goddess,

I am having trouble in Legend of Legaia. I need to find Saryu. In the walk-through in *Expert Gamer* #58, it states to go all the way back to the palace and talk to him to get the key to the east side of Ratayu, but I still can't find him. Can you tell me in detail where he is? Thanks.

Eric Peng • via the Net

When you first enter Ratayu you will need to go into the palace to find Saryu. He is in the throne room which should be all the way in the back on the top floor. Once you get the key from him, head out to the east side and revive the Genesis Tree. When you return, talk with the inn shop owner. You will then be thrust into some story involving Noa. Follow this story and you will meet Saryu again.

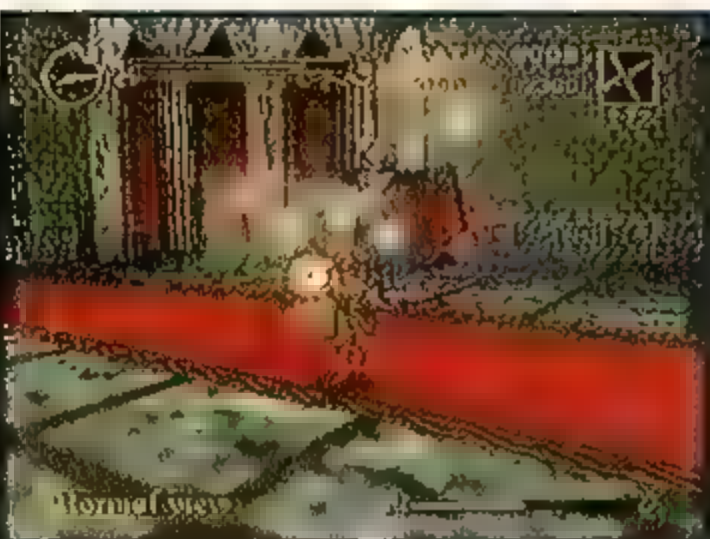
Darn blood sucker!

Dear Gaming Goddess,

I have been stuck on Dracula for two days now in Castlevania 64. I need some serious help now. (By the way, I'm playing as Reinhardt.)

Jon-Paul N. • via the Net

Using Carrie would have been easier,



because she can stand back and cast spells at him. Since you are using Reinhardt, toss crosses at Dracula whenever he forms. Also, make sure you have plenty of purify items on hand. Don't get too close or Dracula could bite or hypnotize you. Remember you cannot hurt him when he is in his mist form, and you can whip his flames, but it is much easier to just dodge them.

Legaia tidbits

Dear Gaming Goddess,

In Legend of Legaia I noticed a couple of secrets that led me to some interesting stuff. First, in the throne room area of Drake Castle go to the king. Then head to the left-hand room—there should be some servants in there. There will be a hole in the upper-left corner that, if you search, will yield the Platinum Card. It is a special item like the Point and the Gold Cards, and states that it will "allow you to buy secret items at special places." (Sounds like the potential for a bigger secret?)

Also, in the Dance Contest the *Expert Gamer* Legaia guide states that all you win is the large sum of gold and the swimsuit (there has to be a way to wear it in combat). However, if you talk to the Disco King who is on the stage itself, he should give a Speed Chain. Like the Slow Chain received from the Mayor of Octam when you give him the Salts, this awesome item lets any party member go FIRST in combat—very good for Gala.

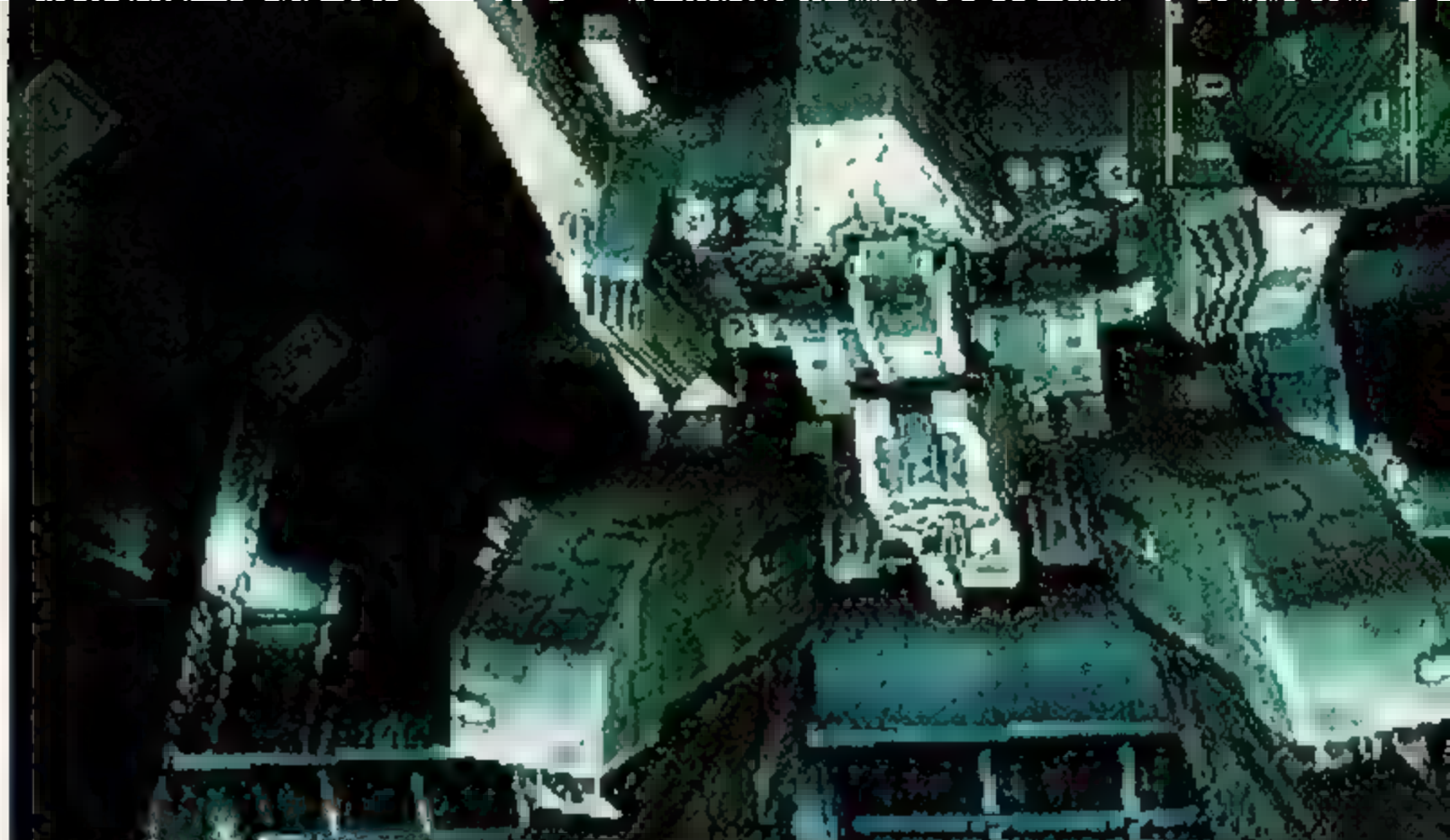
Aaron Riccio • via the Net

Thanks for the tips Aaron. I'm sure a lot of gamers who are playing Legend of Legaia now will be happy to know these secrets.

Makin Rex beg

Dear Gaming Goddess,

Please, I need help. I purchased Metal Gear Solid two days ago, and I am really stuck in Disc Two when you have to beat Metal Gear Rex. I am able to destroy the circular thing on its left arm, but I take a substantial beating. Also, when it comes around to



When fighting the first form of Metal Gear Rex, toss chaff grenades at him in order to throw off his tracking missiles. It is then time to switch to your Stinger so you can unload damage at his collector dish.

destroying the computer in the cockpit, I usually get plugged after hitting it only twice. Please help me get past this mean machine.

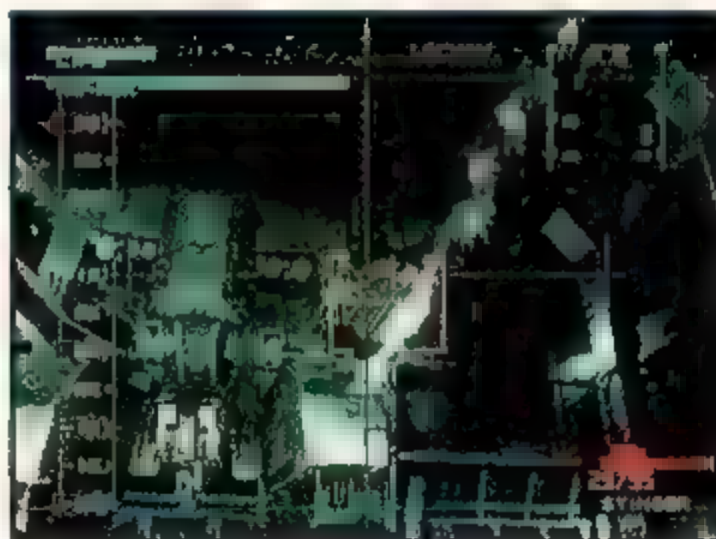
Steve Perez • via the Net

It sounds like you're taking too many hits from the first version of Rex. Here's the order of operations to defeat Metal Gear Rex:

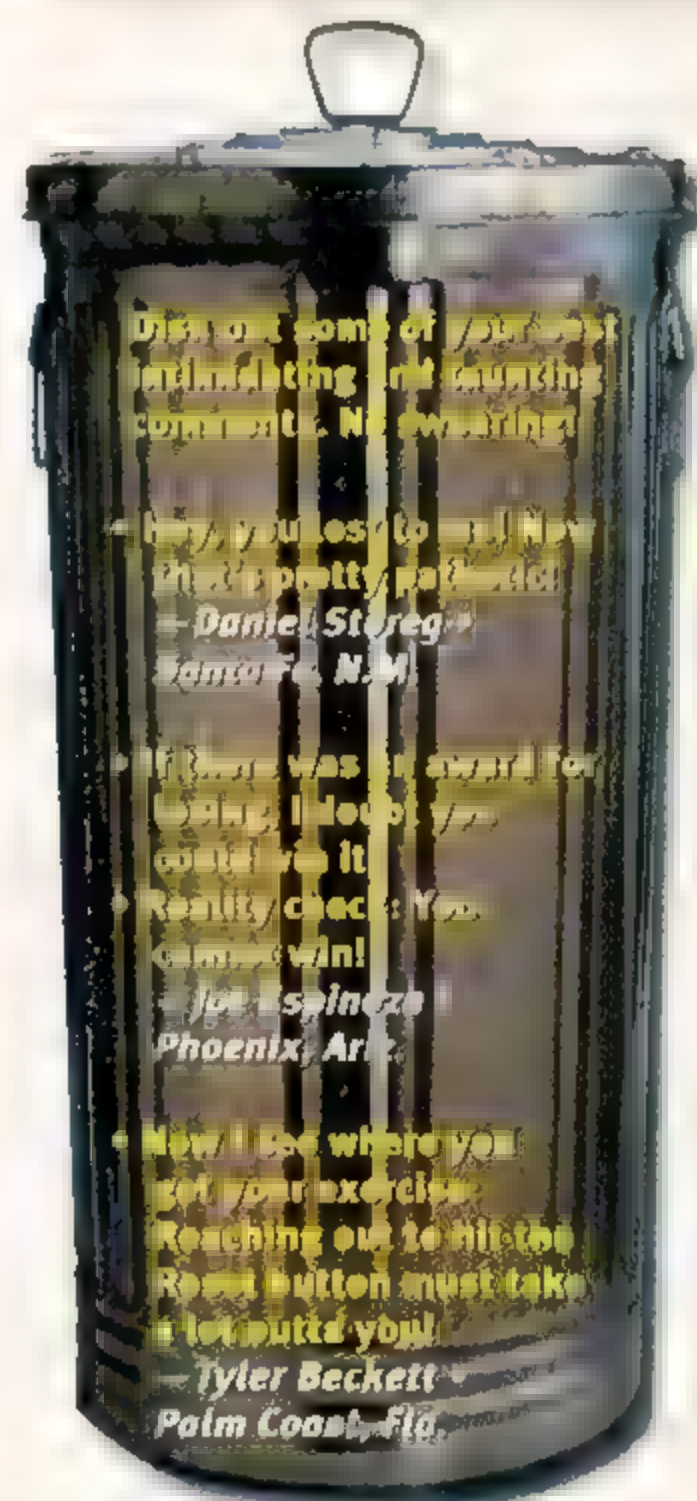
- 1) Throw a chaff grenade or two.
- 2) Move from your present position.
- 3) Switch to your Stinger launcher and shoot ONE rocket.
- 4) Repeat steps 1-3 until form one is defeated.

For form two (after you've destroyed the random dish), try running between Rex's legs when it attacks. Shoot Stingers from behind, aimed at the cockpit where Liquid sits. (Remember: Form 1 & 2 take seven missiles each.)

For more Metal Gear tips, check out *Expert Gamer* #53.



Trash Talk



Disturb some of your best friends' and family's comments. No swearing!

• Hey, you look so... New! It's pretty good!
— Daniel Storey
Santa Fe, N.M.

• If there was an award for being a loser, I'd give it to you!
— Reality check: You can't win!
— Joe Spinoza
Phoenix, Ariz.

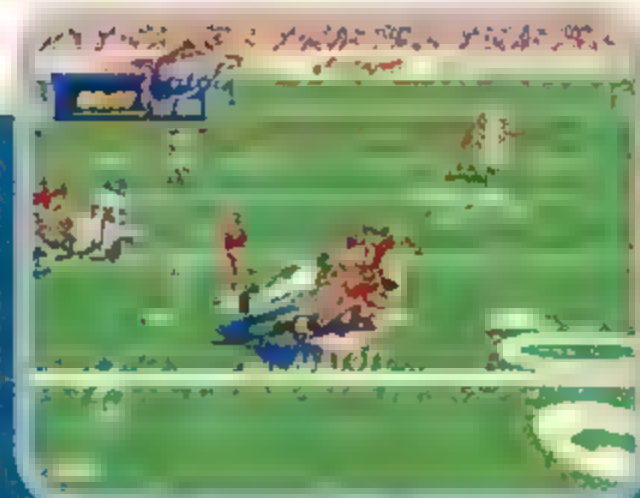
• Now I see where you get your exercise. Reaching out to hit the Reset button must take a lot outta you!
— Tyler Beckett
Palm Coast, Fla.

My "Expert" Opinion

Practice makes perfect



Play to Win Advice
By Dan Leahy



As sports games have evolved, the AI has made it crucial to implement sound strategies when outwitting your fellow sports gamer. I've decided to offer a few suggestions to help take your sports gaming to the next level.

1. **Practice, Practice, Practice.** This is essential to honing your skills. Use the Practice Mode many of today's

games offer. Whether it's practicing the timing of your jumper or executing an effective powerplay, going into the Practice Mode is a viable tool.

2. **Experiment with lineups.** Just about every sports game I've played has a few players in it who perform well above or well below their documented abilities. Sometimes this is a result of developers' bias toward certain teams/athletes, and in other cases, it's a result of skewed statistics. In current games, try to get the athlete on the cover of the game on your team (or play with his team). His attributes are usually a little juiced.

3. **Have no shame.** Find a strategy that works and stick with it. I don't care if it's too easy to

take it to the hole in the hoops games, or too easy to get wraparound goals in hockey. If your buddy can't stop it, tell him to adopt a similar strategy, find his own, or get a new hobby.

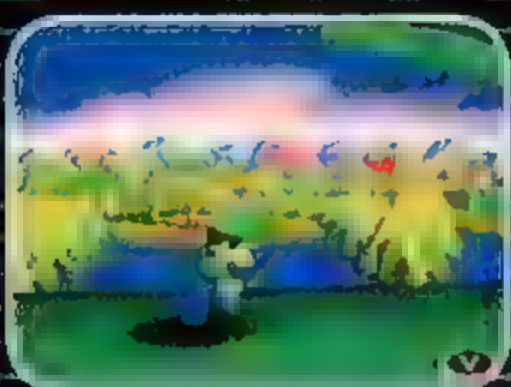
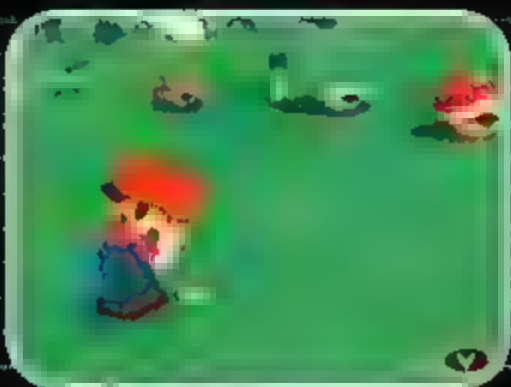
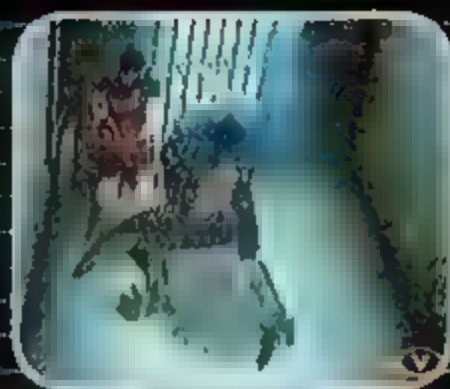
4. **Respect your opponent.** Trash talking is fun, but keeping it respectful will prevent you from getting too high or too low. It'll also keep future humiliation to a minimum.

5. **Study the Instant Replay.** While you and your opponent are viewing the latest goal, dunk, etc., keep an eye on the events that led to the big play. The instant replay is an "eye in the sky" which gives the best view for tracking why players behaved in a certain manner.

Online News

Dreaming of Evil all Over Again

Slated for a fall release, Biohazard Code: Veronica will be released on the Dreamcast. This version is set three months after the the sequel. Gamers will once again be in control of Claire, who is searching for her lost brother. While trying to find her brother, she is abducted and taken to a mysterious island where a few of her favorite rotting corpses just so happen to be! This game is boasting new significant improvements from the previous games in the series. Check out videogames.com for more information on Biohazard Code: Veronica.



Evil rumors?

There could be a new Resident Evil game released on the PlayStation this fall. According to videogames.com, reports on the Internet are stating Capcom is working on Resident Evil: Nemesis. The game takes place 24 hours before RE2. As of press time, Capcom has yet to comment on the reports.

Move over Tiger Woods

Mario and his pals will soon be hitting the links this September in Mario Golf for the Nintendo 64. It contains six holes on 108 courses and multiplayer options for up to four-player gameplay. The game will also feature a connection to the 64GB Pak for data transfer with Mario Golf GB.

Tag me in

Tekken Tag Tournament will be released this June at the arcades. All the Tekken characters will be in this game and players can fight in teams. For more information, check out videogames.com.

On the Warpath

To be released sometime this fall, Warpath: Jurassic Park pits your dangerous dino against another in a fight to the finish. With different modes, arenas from the movies and 14 dinos to pick from, this game looks pretty cool.

Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

VIDEOGAMES
.COM



Kill that witch!

Dear Gaming Goddess,

Someone please help me. In Silent Hill I can't kill Cybil. I've shot her with everything I have: 15 pistol shots, six rifle shots, four shotgun shots and 10 times with the ax. Will the witch ever die? I think my game is possessed. She runs out of ammo, but so do I. Am I wasting my time or will she die if I hit her enough times? This is my first time through the game and I didn't get the fluid to save her. I don't want to start over either.

Rob C. • Tampa, Fla.

She definitely can take a beating but you can kill her with enough shots. One thing to try to do is to shoot her from very close range. Not hand-to-hand but pretty close. From this distance your shotgun and rifle should do more damage to her and she will be beaten quicker.

Teamwork 'til the end

Dear Gaming Goddess,

Raid on Sullust is probably the hardest level in Rogue Squadron to beat and get a gold medal. I did beat it, but not by myself. If you hear Rogue Squadron you don't think "teamwork," however my friend and I worked together to get a gold twice on Raid on Sullust, one on my game and the other on his. I was skilled at bombing and destroying fighters, and he was skilled at taking out the pillars after you take down the shield.

Some advice is. If you have a friend out there and he/she is good at some part that you aren't, try to get together and beat it. It took Nick (my friend) and myself 10-15 times to finally beat it.

Roland Jen • via the Net



Beware: Cybil's gun does a tremendous amount of damage. Your best bet is to shoot this Boss as quickly as possible and at close range.

We've always endorsed teamwork as a part of gameplay. Why beat yourself up if you can't get past a certain point in a game when a buddy might be able to help you out. And when he/she is in trouble, you can help him/her out. Also, it makes the victory all the more sweeter when you can share it with a friend!

Squash the bug

Dear Gaming Goddess,

I am having a hard time with the centipede Boss in Parasite Eve. I cannot beat it. Do you have any tips?

Carl Buchli • St. Petersburg, Fla.

Make sure you are at Level 25 before fighting this Boss. To avoid the poison rain, look for the shadows on the ground. When it separates, kill the midsection to clear the space. Now kill its poisonous head.

For more Parasite Eve tips, check out the complete strategy guide in *Expert Gamer* #52.



It's all in the eggs...

Dear Gaming Goddess,

I bought Legend of Legaia and it's a great game with the help of your strategy guide for it in issue #58. However, it didn't mention where I can find the Ra-Seru Palma and Ra-Seru Mule.

TJ Esmores • via the Net

To find the Ra-Seru Pulma you need to collect 100,000 points in the Muscle Dome at Sol. Then check the prize counter and collect the Earth Egg. Take the egg to Zalan and he will turn it into the necklace you need.

To find the Ra-Seru Mule you need to collect 20,000 points for the fishing minigame. Once you have done that go to the shop at the Buma fishing spot and collect the egg.



What If's

Send your "What If's" in and maybe they'll get published in our mag! Just think of the weirdest possible thing you can imagine and write it down! Easy enough!

...Solid Snake had chronic bronchitis from smoking and couldn't sneak up on people anymore?

...The Umbrella Corp. started as a small family-owned gourmet coffee shop?

...After beating Gannondorf, Toadstool told you the princess was in another castle?

—Almost Evil • via the Net

...Duke Nukem got into a fight with Mike Tyson? (Ow, my ear!)

...Chocobos could whip some butt? ...there was a video game based on the movie *HellRaiser*?

...hell actually froze over? —Austin Friend • Denver, Co.



Maddening Catz

Dear Gaming Goddess,

I recently received a Mad Catz Dual Shock controller for my PS. However, I noticed something weird about the controller: Whenever I use the controller for a deathmatch game like Small Soldiers or Duke Nukem, the game goes haywire. Once I press start, the game resumes. A second later, the Pause Menu comes back up. This is annoying and I can't do anything about it. Is there a defect in all the controllers or am I just unlucky and received a "bad" controller? Please help.

Brian Vo • via the Net

We contacted Mad Catz to find out what they had to say on this topic: According to the representative, apparently, you have one of the few controllers that are still circulating with the faulty Dual Shock protocol. Mad Catz fixed this problem with their new wave of Dual Shocks, and have offered a free replacement of any faulty controllers that consumers may still have.

If you believe you have a faulty controller, contact:

Mad Catz Tech Support
phone: (800) 659-2287
e-mail: tech@madcatz.com

A tad bit illegal?

Dear Gaming Goddess,

My friend has a Doctor V64 which, when hooked up to your N64 and to your computer, lets you play N64 ROMs (the full version of the game) on your Nintendo 64. These ROMs can be downloaded for free off the Internet. My friend has 50 games on one CD, and he can play it on his Doctor V64 (he got the CD from some kid for \$5). Is this illegal?

Special-K • Pembroke Pines, Fla.

The Doctor 64 is a strange item from Hong Kong that allows gamers to emulate N64 games on their PC. Plugging into the back of the PC (via parallel port), there are no complex installations or tricky modifications to make. With a little bit of software, it'll have gamers playing Zelda 64 on their PC within minutes. Note that the Doctor 64 only emulates the Nintendo 64 hardware, not the software. Software is tricky to find on the Net, and when you do find games available for download, they usually aren't on the most "professional"-looking Web sites.

Virus contamination would be number one on my list as a potential customer, looking for a more reliable site to download games from. This is an inherent problem, however, as this system is obviously illegal here in the United States. Imagine seeing a Web site that says: "Free games for the N64, download here!" I don't think so.

If you wish to risk jumbling up a \$2,000 PC just to play a couple of N64 games, go for it. But with these new IP tracking Pentium IIIs, don't come cryin' to us when the FBI comes knocking your door down...

Q & A...

It doesn't pay to play cheap...

Dear Gaming Goddess,

In XG #57 I was quite startled at what Jim Mazurek wrote in the Expert Opinion. "Don't be afraid to be cheap" is quite the understatement. I believe that being cheap proves only how unoriginal a player can be. Imagine every time you jump in Street Fighter your opponent does the same Fierce Kick and nothing else. When I see such tactics, I think, "Does this guy know any other moves?" You know there is an old saying that goes, "There is honor even among thieves," and I believe there is honor among gamers. So next time you write "Be cheap," think of the persons who try the Uppercut or Alpha Counter and not the same old Fierce Kick. Remember that when you play for bragging rights, playing cheap just shows how desperate and honorless you are.

Nick Freitas • St. Leonard, Quebec

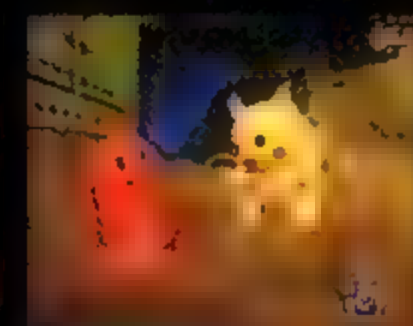
The Expert Gamer staff is divided when it comes to cheapness. A few feel all is fair when duking it out while others share the same view as you do, Nick.

64-Bit Pokémon

Dear Gaming Goddess,

I've heard of a new Pokémon game called Pokémon Snap. Could you tell me more about this game?

An Ash wanna-be • via the Net



Pokémon Snap should be released this June on the Nintendo 64. You explore an island taking pictures of Pokémon. As you snap more pictures of different monsters, new sections of the island open, revealing more types of Pokémon.

WINNER

Letter Art

Where Creativity, Your Favorite Video Game And A Stamp Can Make You Immortal*



Benito Ortiz, Jr. • Bronx, N.Y.

Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@zd.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Daniel Holladay • Phoenix, Ariz. wins an ASCII Specialized Control Pad for the Sony PlayStation.

* Or at least get you in the magazine and win a controller from ASCII (FIRST PRIZE ONLY!)



Romulo Dimayuga III
Philippines



Richard Diaz
Dededo, Guam



Chake Greene
Daytona Beach, Fla.

Get In Gear

The GameShark Pro sits as the current heavyweight champion among the cheat cartridges. The soon-to-be-released Xplorer Pro might be the first serious contender to step up to the plate.

By: Jim Mazurek

What's New with the GameShark Pro?

GameShark Pro • InterAct • \$49.99

■ **What It Does:** Gives you infinite lives, health, secrets and other goodies for all PlayStation titles by inputting game-specific codes. Added to the GameShark Pro is the ability to make your own codes, harnessing the cart's unique ability to search for variably controlled numeric attributes.

■ **What We Liked:** The new additions of the built-in code generator and the extended V-mem (equal to 10 memory cards) add even more value and performance to an already impressive product. To

make the process of "hacking" easier, InterAct included a 15-minute instructional video that demonstrates how to create your very own codes with several detailed examples.

Can the Xplorer Pro Hit the Mark?

Xplorer Professional • Fire International • \$49.99

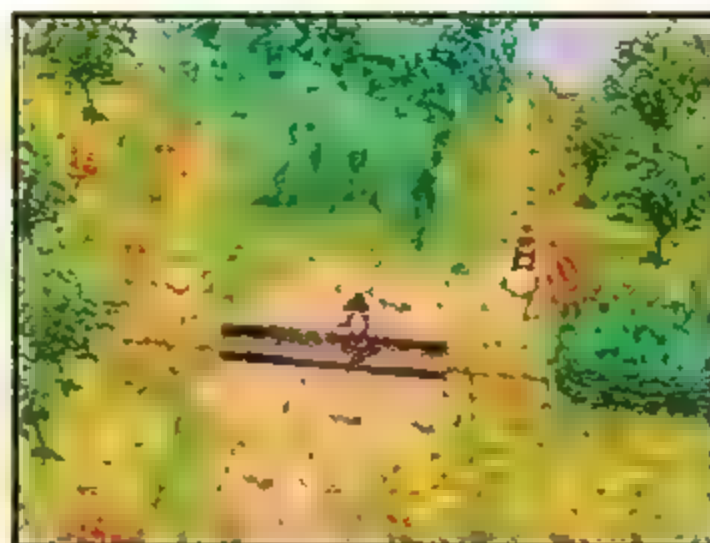
■ **What It Does:** Almost identical to the GameShark Pro both in features and performance. A cheat cartridge, plain and simple.

■ **What We Like:** While it does use its own entirely new code system, oddly enough, it also accepts the official GameShark codes that seem to be in such supply nowadays. It also comes packaged with your very own X-Assist (that little LCD pad object) that allows you to develop your own

codes. Navigating through the menus of the Xplorer is a breeze, and it does it with surprising speed. The big question is: Do

you really need another cheat cartridge? If you already own a GameShark, definitely not. If you're in the market for one, however, the Xplorer is definitely worth checking out.

Features	GameShark Pro	Xplorer Pro
Price	\$49.99	\$49.99
Code Generator	YES	YES
Code Storage	10,000	10,000
Code Generator features	basic	basic
Ease of Use	basic	basic
Existing Codes (specific)	A whole lot	Not many



When dealing with Berserker, it is important to designate at least one fighter as your healer, because the Boss is pretty tough and can deal out lots of damage.

I'd like to thank Andy for the tactics and secrets for Mario Party, and thank everyone for a great magazine!

Randy Clark, Jr. • Meadowview, Va.

Going berserker

Dear Gaming Goddess,

I'm having trouble beating the Boss, Berserker in Legend of Legaia. Could you give me some helpful tips or cheats? Anything would be appreciated.

Kevin Dotson • Charleston, W.V.

This Boss dishes out a huge amount of damage, making it pretty tough. Your best bet is to use Spirit-charged combos and high-level magic. For a more detailed guide, XG #58 has the complete strategy guide.

Seeing the trees

Dear Gaming Goddess,

I recently purchased Legend of Legaia and I have a few questions. In the West Voz Forest, when you come to the bridge leaf, Gala says it will grow into a bridge across the river and allow you to continue. How do I make this thing grow? Also, I chose to go to the West Forest before the East. Do I need the Weed Hammer to get through the West? Is there any way to get to the East Forest now? Thanks!

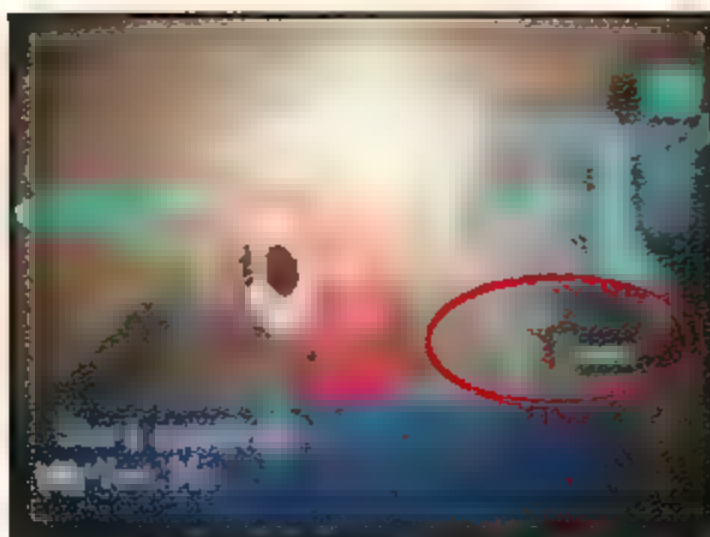
Peter Jurmo • Mason, Miss.

To make the bridge grow, find the fertilizer in the forest and use it. Also, you will find the Weed Hammer while going through the forest—keep it in your inventory. This way if you do need it, the hammer will be there. Also, you can get to the other forest, but it's best to complete each one before traveling to the other.

Pretty fly...for a Mecha guy

Dear Gaming Goddess,

I am writing this letter because I have beaten Andy Baran's record for pad rotations in Mario Party (XG #58). My brother and I love this game, and it's even more fun when our friends come over to play. When we got to Mecha Fly Guy, I got 54 rotations the first time I played it. The next time I played, I got 62 rotations in 10 seconds! I have torn my hands, and my mom won't let me try again for a few days.



Dear Gaming Goddess,

In your Mario Party strategy in Expert Gamer #58, I saw that Andy Baran could do 53 rotations. I, however, did 62 rotations.

Brian Thole-Neirro • San Francisco, Calif.



Wow, a tie! Great jobs, Randy and Brian. Let's see if anyone can beat their scores.

Remember, if anyone can beat 62 rotations, you need to send in a clear photograph proving your high score! Just saying you did is not proof!

Don't accept the card

Dear Gaming Goddess,

In the April 1999 issue of Expert Gamer, Scott Augustyn authors a walk-through of Legend of Legaia. On page 84, in the box with the title "Locked Drawer in Rim Elm," he says the following in regards to the Point Card: "You can exchange points for items at the prize-exchange counters in Sol, at the slot machines or at the fishing holes."

I now have 24,000 points on my card and none of the locations accept the card, nor does the game "offer" the player the opportunity to use the card, nor does the function "Item, Use, POINT CARD" at these locations allow me to exchange points as Scott indicated.

Does Scott know something about the use of this card that he indicated that I cannot figure out? I would rather use the card to buy items if possible. Otherwise, I will wait until the final Boss fight and roll right over it.

David Bunch • via the Net

You are right, David—the only way that you can use the point card is in battle. You will earn points on the card from buying items in the stores.

However, don't forget to check out the letter "Legaia tidbits" (on the second page of the Letters section) has a secret regarding the Platinum Card.

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1159 Northlake Mall	Atlanta	GA	July 17, 18
Stratford Square	Bloomington	IL	July 24, 25
Oakridge Mall	San Jose	CA	August 1
Sierra Vista	Clovis	CA	August 8

ELECTRONICS BOUTIQUE

MALL	CITY	STATE	DATE
Manhattan Mall	New York	NY	July 10, 11
Gwinnett Place	Duluth	GA	July 17, 18
Ford City	Chicago	IL	July 24, 25
Stonestown Galleria	San Francisco	CA	July 31
The Block at Orange	Orange	CA	August 7

APPLICATIONS AVAILABLE AT THE LISTED STORE NEAREST YOU

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All expense paid trip to Square Soft Headquarters in Tokyo Japan. Complete Library of 1999 Square Soft Titles and Brady Games Strategy Guides. Official Ehrgeiz Tournament Leather Jacket. Free Subscription to Ziff-Davis publications (EGM, OPM, Expert Gamer).

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All Contestants

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Ehrgeiz Championship Tour Contest Rules: No purchase necessary. Contest is open to everyone except persons from the following categories: (A) persons who were or are employees or agents of Square Electronic Arts L.L.C. or its affiliates, subsidiaries, and service agencies including but not limited to its advertising and promotional agencies or independent contractors; (B) persons who are immediate family members of or reside in the same household as any person in the preceding category. Offer void where prohibited or restricted by law in a manner inconsistent with the purposes and rules hereof. One entry per person. Entries must be received at participating Electronics Boutiques or Babbages/Software Etc. no later than 06/11/99. Participants will be randomly selected from all properly completed entries by Square Electronic Arts L.L.C. Electronics Boutique, Babbages/Software Etc., Square Electronic Arts L.L.C. and its affiliates are not responsible for lost, late, misdirected or mutilated entries. Selected entries will be notified no later than 06/25/99. If an entrant who has been selected into the tournament does not accept or cannot be contacted, another entry will be selected at random to take its place. All submitted entries become the property of Square Electronic Arts L.L.C. For a complete list of official rules send a self-addressed stamped business size envelope to: Ehrgeiz Championship Tour Square Electronic Arts L.L.C. P.O. Box 28569, Santa Ana, CA 92799-8569. ©1997, 1998, 1999 Square Co., Ltd./DreamFactory Co., Ltd. All rights reserved. FINAL FANTASY, SQUARE SOFT and SQUARESOFT are registered trademarks of Square Co., Ltd. EHRGEIZ is a trademark of Square Co., Ltd.

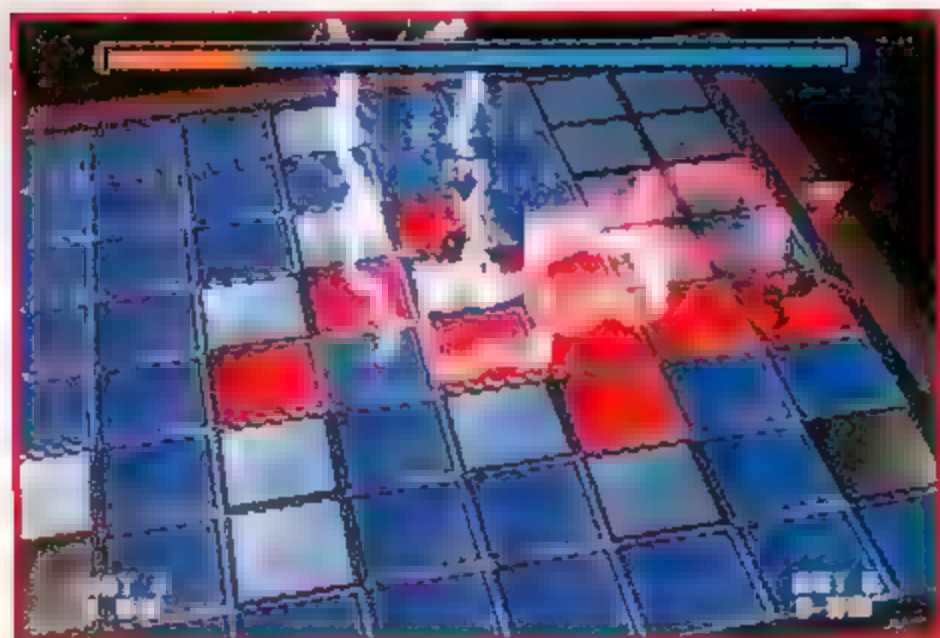
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TRICKS OF THE TRADE

Score Big with a GameShark from InterAct and XG

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

"Tricks of the Trade"
P.O. Box 3338
Oak Brook, IL
60522-3338

Contest Rules

1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by June 20, 1999. All entries become exclusive property of InterAct and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in Expert Gamer and/or EGM, however only one prize shall be awarded.

2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%), (ii) Novelty (25%), (iii) Accuracy (25%), and (iv) Originality (25%). Judging to be held on or about June 25, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the required prizes become unavailable.

3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.

4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt of prize. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessions and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessions nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest, or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessions and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes.

5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.

6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. **Sponsors:** This contest is sponsored by ZD Inc. and InterAct Accessions, Inc. © 1999 ZD Inc. All Rights Reserved.

Printed in USA

All-Star Baseball '99

Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, ATEMYBUK. Then press Start. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.

Team of Lizards

Maybe you've noticed there are two signs in the stands of Kauffman Stadium (home of the Kansas City Royals) that say, "Win a Lizard?" Well, if you hit one of those signs with a ball, your team will turn into lizards.

Cheat Codes

The following codes are entered at the "Enter Cheats" Menu. If the code is entered correctly, it will give you a description of it. You can disable the code by either pressing Start immediately or by re-entering the code.

ABBTNCSTLO Fat-Skinny Mode

BBNSTRDS Big Ball Mode

GRTBLSFDST Ball Trail Mode

GOTHELIUM Big Head Mode

PRPPAPLYR Paperman

Oversize and Paperman Players

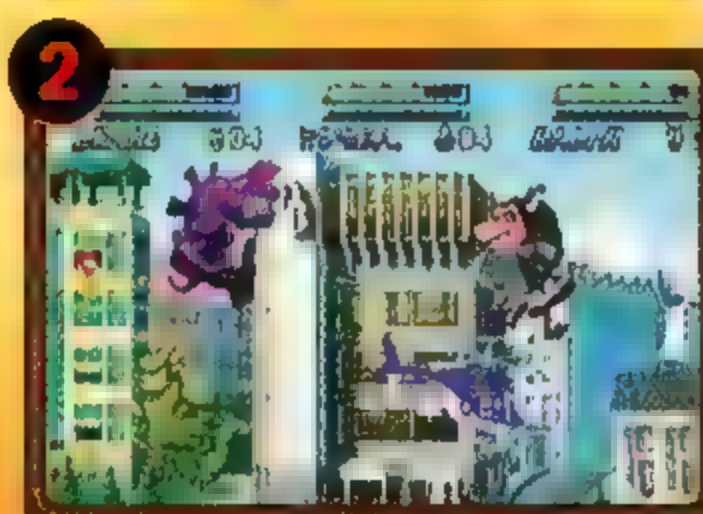
At the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, put in one of the following codes for the results as shown.

For Bighead Mode: Enter the code GOTHELIUM. Press the Start button. A statement on the bottom of the screen will confirm it was entered correctly. Your players will have oversized heads, bats, feet and gloves!

Trick of the Month

Rampage 2: Universal Tour

Hidden Characters



Nintendo 64

From the Main Menu Screen, highlight and access the "Password" Option. Enter it and you will be brought to the Password Screen. Now you can enter any of these codes as shown.

1 To play as these hidden characters enter the following passwords at the Password Screen:

2 George - SM14N

Lizzy - S4VRS

Ralph - LVPVS

Myukus - NOT3T (password contains number zero not letter O)

Alien (purple form of Myukus) - BIG4L

Name and Address withheld by request

For Paperman Mode: Enter the code

PRPPAPLYR and press the Start button.

A statement at the bottom will confirm it.

Now your players will be flat instead of 3D!

Battle Tanx

Cool Codes

On the Input Code Screen enter:

MSTSRVV - for Invulnerability

CRSTLCRL - for Invisibility

FRGZ - for a Plague of Frogs

TDZ - Queen Lords are replaced by toads.

Super Weapons

Collect three of the same kind of power-up. Select that power-up and press both "A" and "B" simultaneously. A special weapon effect will occur that varies from weapon to weapon.

Blast Corps

Blow Up Buildings Easily

Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "D'oh!" Continue to hold button Z until the object blows up!

Body Harvest

Many Different Codes

KEY: This is the key for the following codes.

N=Up-C S=Down-C E=Right-C

W=Left-C U=Up (on the direction pad)

D=Down L=Left R=Right

A=A button B=B button F=Z button

For the following codes enter your name as "ICHEAT" and start a new game.

1st code: name: Fat Legs

Press these buttons on your control pad for fat legs: L, A, R, D

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2nd code: name: All Weapons
Press these buttons on your control pad for All Weapons: **A, R, S, E, N, A, L**
3rd code: name: Powerful Weapons
Press the following on your control pad for Powerful Weapons: **S, N, U, F, F, L, E**
4th code: name: Bouncy Buildings
Press the following on your control pad for Bouncy Buildings: **S, U, R, R, E, A, L**
5th code: name: Mutant Mode
Press the following on your control pad for Mutant Mode: **S, U, F, F, E, R**
Health Code: In the middle of play, spell **DURABLE** with the controller (Down, Up, Right, A, B, Left, Right-C).
This will restore your health, and if you're in a vehicle, it'll restore the fuel and shield.
Note: After you have entered the codes above, a confirmation screen will appear. If you have to, save the game and quit and then re-enter if the codes were confirmed, but did not work. (This usually happens for the **SNUFFLE** code.)

Bomberman 64

Custom Body Parts - Partial List

Here's where to find some of Bomberman's optional outfit parts: Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge. Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

Extra Battle Mode Stages

Press Start at the Title Screen. When the Main Menu Screen appears, press Start rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Buck Bumble

Cheat Codes

All Weapons - At the Title Screen press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game

begins, press A+B+R button at the same time to give you all the weapons. You will hear a noise if it is done correctly (it only works in One-player Mode).

Level Select - At the Title Screen hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

Refill Health and Ammo - You can only use this code if you have All Weapons on: Press A+B+R button while playing, and you will refill your health and ammo.

Cruis'n USA

Access New Tracks

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L+Left-C+Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L+Up-C+Right-C. Highlight Grand Canyon and hold L+Right-C+Down-C to access San Francisco.

Lights and Sirens Code

First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights and sirens will activate.

New Vehicles

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

Chopper Attack

Extra Choppers

If you finish Mission 7 on the Normal level of difficulty, you'll get access to the King IO chopper. And if you finish Mission 8 on the Expert level, you'll gain access to the Stingray chopper.

Diddy Kong Racing

Game Cheats

To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn Cheat: **BLABBERMOUTH**

Two-Player Adventure: **JOINTVENTURE**

All Balloons are Yellow: **BODYARMOR**

Disable Weapons: **BYEBYEBALLOONS**

No Limit to Bananas: **VITAMINB**

Zap the Zippers: **ZAPTHEZIPPERS**

Ultimate AI: **TIMETOLOSE**

Maximum Power-up: **FREEFORALL**

Start with 10 Bananas: **FREEFRUIT**

Big Characters: **ARNOLD**

Small Characters: **TEENYWEENIES**

Select Same Player: **DOUBLEVISION**

Four-Wheel Drive: **OFFROAD**

Doom 64

Cheat Menu

Go to the Password Option and enter: ?TJL BDFW BFGV JVV8. This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find all you need to conquer the game!

Duke Nukem 64

Cheat Menu and Codes

To access the Cheat Menu enter this code at the Title Screen:

L, L, L button, L button, R, R, L, L

Monsters Off/On:

L button, L-C button, L, R button, R-C button, R, L, L, R

Invincibility:

R button seven times then L

Turn items on:

R button, R-C button, R, L button, L-C button, L, R-C button, R

Extreme-G

Programmers' Faces

Go to the Bike Selection Screen. Press the R button to get to the Controls Screen. Move Up and access the Name option. Clear the current name and enter XGTEAM as the name. Press Start; listen for a sound to confirm the trick works. Now go back in and enter a programmer's name: GREG, JUSTIN, ASH, SHAWN or JOHN. In Practice or Time Trials Modes, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

Extreme-G: XG2

Many Cool Codes

To get any of these codes to work, just get to the Bike Selection Screen and press the R button to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below:

SPIRAL - Causes the track to spin around.

2064 - Use paper airplanes/WipeOut-style ships in place of cyber bikes.

LINEAR - Wire Frame Mode

XXX - Unlimited Nitros

SPYEYE - Overhead view

F-1 World Grand Prix

Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the Analog Stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until



GameShark CODES

Battle Tanx

GameShark Codes

Run Story: **801357700001**
Start With All Weapons:

801357650001

Toads: **801357760001**

Trippy: **801357710001**

Unlimited Ammo: **801357600001**

Have All Levels: **801357670001**

Hurl Mode: **8013576b0001**

Invisible: **8013576a0001**

Invincible: **801357630001**

Unlimited Lives: **801357720001**

Beetle Adventure Racing

GameShark Codes

Low Timer: **81025dd43f40**

Racing All Cars: **8002cff7000b**

Racing All Tracks: **8002cff3000b**

California Speed

GameShark Codes

Always Place 1st: **80151c010000**

Have Camper: **800aaea30001**

Have Dozer: **800aaeb00001**

Have Forklift: **800aae8f0001**

Have Ol' Truck: **800aae9f0001**

Have Semi: **800aaea70001**

Have Squirrel: **800aae8b0001**

Have All Tracks: **81168f8cffff**

Have Five Oh: **800aae6f0001**

Have Insect: **800aae7f0001**

Have Mano: **800aae6b0001**

Have Mt. Dew: **800aae730001**

Have Predator: **800aae670001**

In The Zone '99

GameShark Codes

Away Team Scores 0:

8129195c0000

Away Team Scores 150:

8129195c0096

Home Team Scores 0:

812903780000

Home Team Scores 150:

812903780096

Infinite Time Outs Away:

802919580007

Infinite Time Outs Home:

802903740007

No Time Outs Away:

802919580000

No Time Outs Home:

802903740000

Lode Runner 3-D

GameShark Codes

All Navigation Pieces:

8015298b0005

High Gold:

80152aff0032 **8015293b0032**

Infinite Lives: **8015299f0063**

NHL Blades of Steel '99

GameShark Codes

Away Team Scores 0:

801f64070000 **802004c00000**

Away Team Scores 50:

801f64070032 **802004c00032**

Home Team Scores 0:

801f64060000 **802004bf0000**

Home Team Scores 50:

801f64060032 **802004bf0032**

Beetle Adventure Racing!

Hidden Cheat Menu

Go to One-player Mode and select Championship Race on Coventry Cove.

- 1 While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race.
- 2 Then you'll see text on your Player Results Screen that says, "Cheat Menu Activated."
- 3 Now go to the Options and at the bottom, there will be a new option called Cheats.
- 4 Enter this option and you will be able to choose between two different cheat types. Now, just find the hidden flower boxes throughout the levels to unlock the rest of the cheats.



GameShark CODES

Rampage 2: U.T. GameShark Codes

Always Full Special Curtis: **811541c00044**
 Always Full Special George: **811548140044**
 Always Full Special Boris: **811543dc0044**
 Always Full Special Lizzie: **81154a300044**
 Always Full Special Myukus: **81154e680044**
 Always Full Special Ralph: **81154c4c0044**
 Always Full Special Ruby: **811545f80044**
 Enable Myukus: **8118cf980000**
 Enable George: **8118cf920000**
 Enable Lizzie: **8118cf940000**
 Enable Ralph: **8118cf960000**
 Infinite Health Myukus: **81154e600044**
 Infinite Lives Myukus: **81154efc0063**
 Infinite Health Boris: **811543d40044**
 Infinite Lives Boris: **811543d00063**
 Infinite Health Curtis: **811541b80044**
 Infinite Lives Curtis: **811541b40063**
 Infinite Health George: **8115480c0044**
 Infinite Lives George: **811548080063**
 Infinite Health Lizzie: **81154a280044**
 Infinite Lives Lizzie: **81154a240063**
 Infinite Health Ralph: **81154c440044**
 Infinite Lives Ralph: **81154c400063**
 Infinite Health Ruby: **811545f00044**
 Infinite Lives Ruby: **811545ec0063**

Top Gear Rally GameShark Codes

PlayStation Mode: **8028aa6b0000**
 Rainbow Mode: **8028aa960001**

Triple Play 2000 GameShark Codes

Away Team Scores 0: **800b8d110000**
 Away Team Scores 50: **800b8d110032**
 Home Team Scores 0: **800b8d0d0000**
 Home Team Scores 50: **800b8d0d0032**

Vigilante 8

GameShark Codes

Hardest Difficulty: **811815721000**
 Invincibility: **811815720008**
 Big Tires: **811815720001**
 Slow Motion: **811815722000**
 Ultra Hi-Res: **811815724000**
 Reduced Gravity: **811815720002**
 Invincibility & Rapid Fire: **811815720808**
 Invincibility/Rapid Fire/
 Enhanced Missiles: **811815720c08**
 No Enemies Present: **811815720004**
 Rapid Fire: **811815720800**

you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

FIFA Soccer 64 Easy Win

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

Forsaken 64 Awesome Codes

Turbo Crazy: At the Title Screen where "Press Start" is scrolling, press **B, B, R** button, **Up, Left, Down, Up-C, Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!
Wire Frame: At the Title Screen where "Press Start" is scrolling, press **L** button, **L** button, **R** button, **Z, Left, Right, Up-C, Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

Fox Sports College Hoops More Commentary

Enter this code at the Secret Codes Screen under the Options Menu to get the result of this code:
MONKEY - The announcer will say different things when a foul is supposed to be called.

Fox Sports College Hoops '99 Various Codes

Enter the following codes at the Secret Codes Screen under the Options Menu for various results:

NOGGIN - Gives you Big Head Mode.
GHOST - Players become partially transparent.
Z-WOOD - Secret Court
TEAM-Z - Secret Team
NOFANS - Remove bleachers and crowd.
TRAILS - Transparent trails will follow the basketball.
BUZZ - Disable the Shot Clock.
THIRTY - Activate a 30-second game.
HOMIE - The referee calls fouls that favor the home team.

Hexen 64

Incredible Cheat Menu

Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C** buttons on your controller: **Up-C, Down-C, Left-C, Right-C**. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:
 God Mode: (invincibility) **Left-C, Right-C, Down-C**
 Clipping: (go through walls) **Up-C** 20 times, **Down-C**
 Visit: (Level Select) **Left-C, Left-C, Right-C, Right-C, Down-C, Up-C**
 Butcher: (instant enemy death) **Down-C, Up-C, Left-C, Left-C**
 Health: (100 percent health boost) **Left-C, Up-C, Down-C, Down-C**

Gex 64

99 Lives and Every Remote

At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:
M758FQRW3J58FQRW4!

This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with button **A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Glover

Codes, Codes and More Codes

To use the following codes press **Start** to pause the game while playing. Enter the following C-buttons while it is paused.
Infinite life: **Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C**
Speed up spell: **Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C**
Frog spell (become a frog): **Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C**
Secret cheat: **Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C**
Call ball: **Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C**
Checkpoints: **Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C**
Death spell: **Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C**
Low gravity: **Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C**
Shift camera to the left: **Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C**
Hercules spell (big Glover): **Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C**
Frog spell (turn people into frogs by pressing R): **Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C**
Open portals: **Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C**
Locate garibs: **Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C**
All cheats off: **Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C**

GoldenEye 007

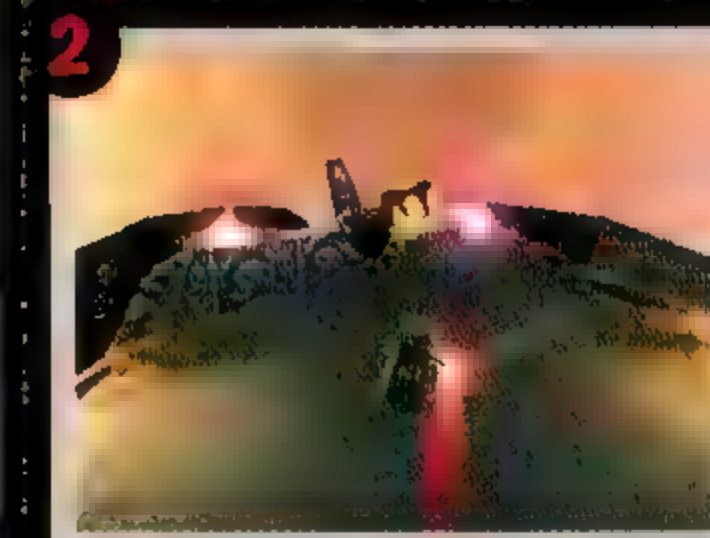
Time Codes

Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:
 Level 1: **Dam-Paintball Mode-Secret Agent-2:40**
 Level 2: **Facility-Invincibility-00 Agent-2:05**
 Level 3: **Runway-DK Mode-Agent-5:00**
 Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**
 Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**
 Level 6: **Silo-Turbo Mode-Agent-3:00**
 Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**
 Level 8: **Surface2-Tiny Bond-00 Agent-4:15**
 Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**
 Level 10: **Statue-Fast Animation-Secret Agent-3:15**
 Level 11: **Archives-Invisibility-00 Agent-1:20**
 Level 12: **Streets-Enemy Rockets-Agent-1:45**
 Level 13: **Depot-Slow Animation-Secret Agent-1:30**
 Level 14: **Train-Silver PP7-00 Agent-5:25**
 Level 15: **Jungle-2x Hunting Knives-Agent-3:45**
 Level 16: **Control-Infinite Ammo-Secret Agent-10:00**
 Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**
 Level 18: **Cradle-Gold PP7-Agent-2:15**
 Level 19: **Aztec-2x Lasers-Secret Agent-9:00**
 Level 20: **Egyptian-All Guns-00 Agent-6:00**
Bond Photos (via a GameShark)
 This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then

Extreme-G: XG2

Game Cheats

- At the Bike Selection Screen press the **R** button. Select the "Enter Name" Option and then put in the following codes:
- NOPANEL:** Removes all the meters and text from the screen.
XCHARGE: Receive an extra boost of speed and acceleration.



enter: **A002B19B 00**
 For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.
Secret Level Editor
 Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!
Same Player in Multiplayer
 Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Hexen 64

Incredible Cheat Menu

Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C** buttons on your controller: **Up-C, Down-C, Left-C, Right-C**. You will hear a sound and a new Cheat option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:
 God Mode: (invincibility) **Left-C, Right-C,**

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Dreamcast TRICKS

Note: These tricks work on the preproduction/Japanese version of the games and are subject to change.

Marvel Vs. Capcom Hidden Characters

Play as Shadow Lady

At the Character Selection Screen, highlight Morrigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5). Then, Shadow Lady will appear below Gambit.

Play as Gold War Machine

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5). Then, Gold War Machine will appear above Zangief.



Play as Orange Hulk

At the Character Selection Screen, highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up. Then, Orange Hulk will appear above Ryu.

Play as Lilith

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down. Then, Lilith will appear below War Machine.

Play as Red Venom

At the Character Selection Screen, highlight Chun-Li, then press Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Then, Red Venom will appear above Chun-Li.



Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Then, Roll will appear to the right of Mega Man.

Down-C

Clipping: (go through walls) Up-C 20 times, Down-C

Visit: (Level Select) Left-C, Left-C, Right-C, Right-C, Down-C, Up-C

Health: (100 percent health boost) Left-C, Up-C, Down-C, Down-C

Under the Collect Option, enter the codes for these cheats:

All keys: (acquire every key) Down-C, Up-C, Left-C, Right-C

All weapons: (acquire every weapon) Right-C, Up-C, Down-C, Down-C

International Superstar Soccer 64

New Teams, Big Heads

There are two ways you can find the hidden teams. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Killer Instinct Gold

Many Special Codes

Colors Code: At the character profile demo, press Z, B, A, Z, A, L. You'll hear, "Welcome." You can now choose the gold, shadow, etc. colors.

Gargos Code: At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh. Now he is selectable as a normal character.

Random Select: Hold Up and press Start at the Character Selection Screen.

Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results:

Sabrewulf's Lair—U+1
Maya's Jungle—U+2
Gladius' Crash Site—U+3
Tusk's Stone Henge—U+4
Fulgore's Museum—U+5
Orchid's Helipad—U+6
Jago's Bridge—D+1
Gargos' Castle—D+2
Combo's Street—D+3
Kim Wu's Dojo—D+4
Spinal's Ship—D+5
Sky Stage—D+5 (both players must press them)

Legend of Zelda: Ocarina of Time

Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and then throw a bomb right back at you!

Multiple Bottles Trick

Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and in mid-swing, press Start. On the Select Item Screen, choose any weapon or item (except the ice, fire or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow the bow will still work with the special arrows. When

you collect ammo for the item, it will go back. Warning: If you cover a needed weapon, you may not get it back!

Madden NFL 99

Cheat Codes

On the Main Menu Screen, highlight and access the "Code Entry" Option. On the Code Entry Screen, choose the New Code Option and enter any of these codes as shown below:

Bonus Teams:

NFC Pro Bowl - BESTNFC
AFC Pro Bowl - AFCBEST
All-Madden Team - BOOM
All-Time Stat Leaders - IMTHEMAN
'60s Greats - PEACELOVE
'70s Greats - BELLBOTTOMS
'80s Greats - SPRBWLSHUFL
'90s Greats - HEREANDNOW
All-Time Greats - TURKEYLEG
75th Anniversary Team - THROWBACK
NFL Equipment Team - GEARGUYS
1999 Cleveland Browns - WELCOMEBACK
EA Sports - INTHEGAME
Tiburion - HAMMERHEAD
Bonus Stadium:
Tiburion Stadium - OURHOUSE

Magical Tetris Challenge

Line Clear Graph

Here's a hidden feature that's not mentioned in the manual for Magical Tetris Challenge's Endless Tetris Mode. Begin a game in Endless Mode and press A+B simultaneously while playing.

MLB Featuring Ken Griffey, Jr.

Pitcher Dance

When you are pitching, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey

Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press Left, Left, Right, Right, Right, Left, Left. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series

To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.

Go to the Stadium Select Screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration!

Blow Up the Batter

When you are up to bat, press Right, Left, Down, Right, Left, Up, Right, Left,

Down. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Mission: Impossible

Many Different Codes

Enter all of these codes during the Mission (Level) Select Screen:

Uzi with 30 rounds: Right-C, Left-C, Right-C, Down-C, R

Mini-Rocket Launcher with 30 rockets: R, L, Left-C, Right-C, Down-C

7.65 Silencer with 50 rounds: Up-C, L, Right-C, Left-C, Up-C

9mm HI POWER with 30 rounds: R, L, Down-C, Up-C, Up-C

After you enter a code correctly then you will hear Ethan say, "There, that's better."

Mortal Kombat Trilogy

Various Cheats

To access an Extra Option Screen: At the Intro Story Screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the Options for the hidden Extra Option Menu.

To Select Kombat Zone: At the Player Select Screen, highlight Sonya and press Up+Start. The screen will shake and you will notice the Zone Select at the top.

To Play as Shao Kahn: After entering the above code, select your fighter and choose "Pit 3" as your Zone. Before the match begins hold Down+A+B.

Your fighter should morph when the fight begins.

To Play as Motaro: After entering the Zone Select code, select your fighter and choose "Jade's Desert" as your Zone.

Before the match begins hold Left (on D-pad) +Low Kick+High Kick simultaneously. Your fighter should morph when the fight begins.

To Play as Human Smoke: Select Robo-Smoke as your fighter then hold Left (on D-pad) +Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke

For Super Endurance Path: Press Down+Start while highlighting Kano at the Player Select Screen. The screen will shake. Then select the hardest path for Super Endurance.

Mortal Kombat 4

Cheats Menu/Secret Characters

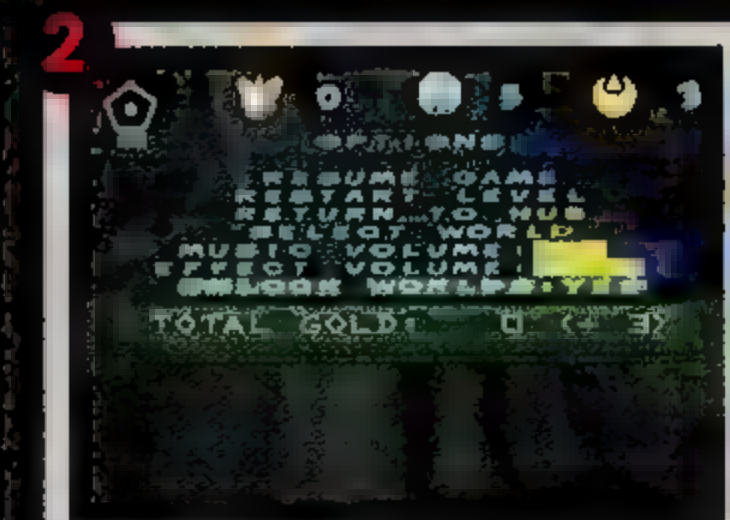
Cheats Menu: From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the Block+Run buttons at the same time for about 10 seconds, or until a Secret

Lode Runner 3-D

World Select

1 While in a level press Start to pause the game and hold the Z button. While holding Z, press: R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right.

2 A tone will sound and the option "Unlock Worlds" will appear. Highlight the option and turn it to "Yes" to access all the worlds.



V-Mem™ Word Find

I T I U M E W O N I H E K T
 W H M V F A S T E S I A T H
 D **S A V I N G** N I S I I M E
 A C E E N I O B W D W A S R
 I A E E D F H **I** S T O R Y P
 D N A C I T O **S** I I E P E
 N O H R N S N M Y I M M U T
 W T I E G M T **N O T** O N E Q
 A Y X W B L S H U N D **A** O V
 S A V E A S I E R I U Y **G** S
 M D X I Y O N A U O T H **A** N
 R E S L M H W O I T P U **M** T
 B L A R F I H N O S A V **E** A
 E O W N I S A S X S H W U V

- 1) FINISH
- 2) YOUR
- 3) SAVE
- 4) WITH
- 5) THE
- 6) PLAYER
- 7) LAST
- 8) TIME
- 9) IN
- 10) DAYTONA
- 11) HISTORY
- 12) MONROE
- 13) ON
- 14) FAVOR
- 15) THAT
- 16) IT
- 17) WAS
- 18) ME
- 19) NAME
- 20) IT

- ~~21) SAVING~~
- ~~22) IS~~
- ~~23) NOT~~
- ~~24) A~~
- ~~25) GAME~~

Directions:

Plug V-Mem™: Virtual Memory Card System into your PlayStation®. Icons of 60 memory cards will appear on your TV screen. Use your controller to scroll to the card of your choice. Move your game from your game base to the selected slot. Don't worry, you can find and delete memories, just like a hard drive for your game memories. You know how to beat it. But you can't beat it if you can't find it.



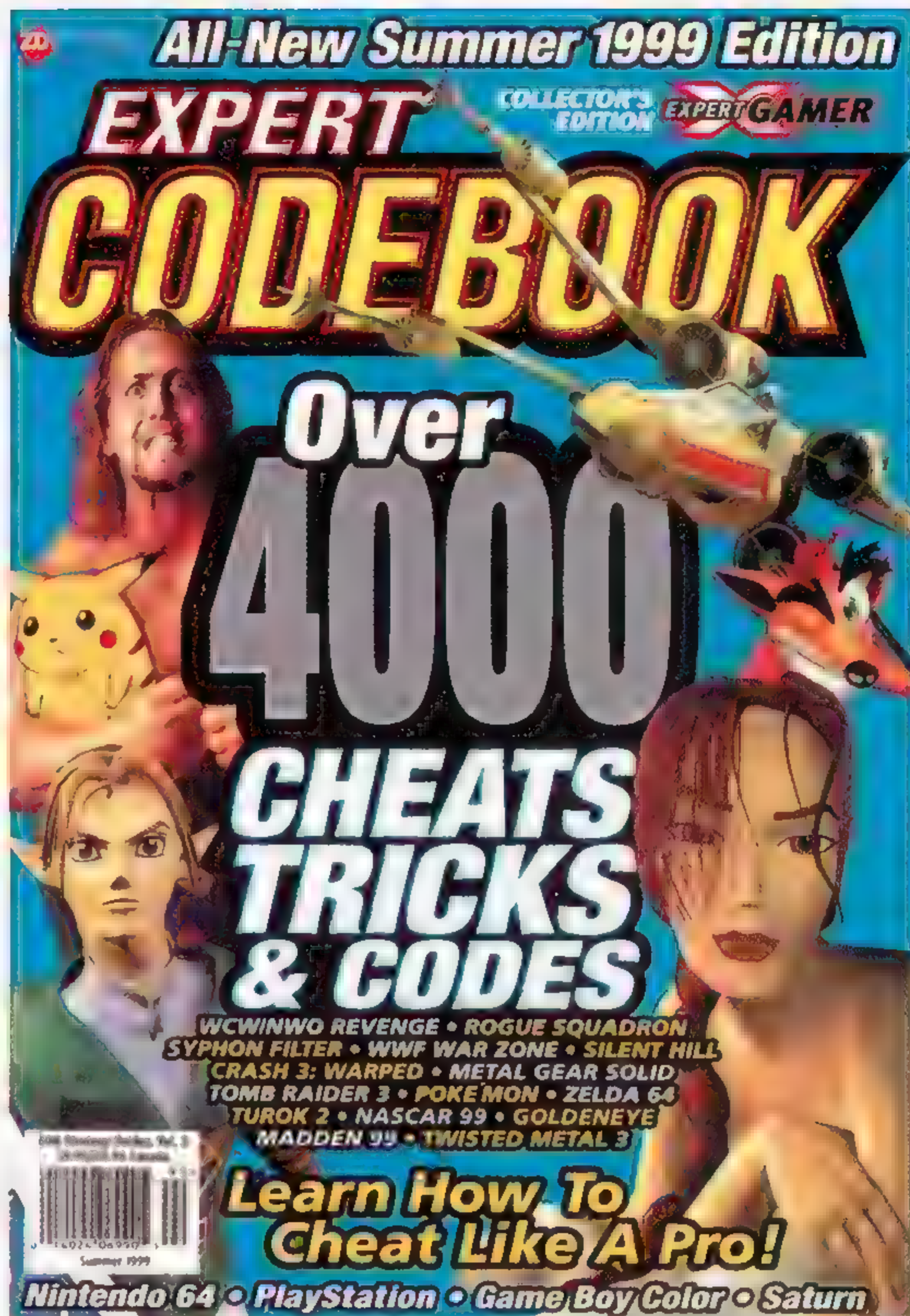
These codes will give you access to three new tracks and all-new Monster Tracks:

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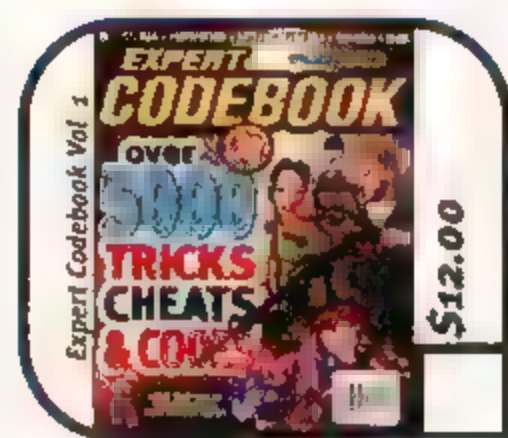
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Baseketball CODES

All-Star Baseball '99 Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, ATEMY-BUIK. Then press Start. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium: Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.

MLB Featuring Ken Griffey Jr. Pitcher Dance

When you are pitching, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey

Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press Left, Left, Right, Right, Right, Left, Left. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series

To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice. Go to the Stadium Select Screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration!

Fox Sports College Hoops More Commentary

Enter this code at the Secret Codes Screen under the Options Menu to get the result of this code: MONKEY - The announcer will say different things when a foul is supposed to be called.

NBA Jam 99 Multiple Cheats

These codes are to be entered after pressing Start to pause in the middle of the game.

Automatically make your next shot: L button, L button, C-Up, L button, L button, C-Up, L button, L button, C-Up, Z

Dunk from anywhere: L button, L button, C-Down, L button, L button, C-Down, L button, L button, C-Down, Z

Turn team on fire: L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), Z

Cancel activated cheats: L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), Z

El Cajon Track - On the Track Selection Screen, hold Up on the control pad and press the L+R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z and press the A button.

Flagstaff Track - On the Track Selection Screen, hold Left on the control pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z and press the A button.

Guadalupe Track - On the Track Selection Screen, hold Down on the control pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.

Monster Trucks - On the Truck Selection Screen, press one of the following C buttons to get the alternate Monster Truck: Left-C = Thunderbolt Right-C = The Crusher Up-C = 4x4 Monster Down-C = Punisher

PilotWings 64 Jumble Hopper

First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you start on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it, and landing right next to the open doorway. This is very difficult to do and requires a lot of practice. Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

Quake 64 Debug Menu

Go to the Load Screen from the Main Menu. When asked for a Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all Q's for your password. It should say that you have entered an Invalid Password. Now press B to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

Rampage: World Tour Level Select

At the Character Select Screen, hold L and all four C buttons until you hear a noise. Now press Start. When the screen that shows the level you're about to play appears, press Left and Right to change the city or press Up and Down to change the country.

Rush 2: Extreme Racing USA Cheat Menu and More

Cheat Menu: At the Setup Screen, hold L+R+Z. While holding these, press all four C-Buttons. A "Cheat" Menu will appear.

Massive Mass Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Up-C, Down-C, Left-C, Right-C.

Killer Rats Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Z, Z, Z, Z

New York Cabs Cheat: In the Cheat Menu, highlight the Cheat and press R, L, Z, Up-C, Down-C, Up-C.

Resurrect In Place Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

Frame Scale Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

Tire Scaling Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.

Auto-Abort Cheat: In the Cheat Menu, highlight the Cheat and quickly press Up-C

four times.

Game Timer Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

All Cheats

At the Setup Screen, hold C-Up+C-Down+C-Left+C-Right+L+R+Z. The Cheat Menu will appear. Then go into the Cheat Menu, highlight any Cheat Option and press L+R+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable

San Francisco Rush Change Car Appearance

These codes are done on the Car Select Screen.

Back Tire Size: Press and hold Right-C, then Left-C, release and reverse.

Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.

Drive Burning Hulk: Hold Up-C and press Z, Z, Z, Z.

Front Tire Size: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.

Turn Car Into Mine: Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.

Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

8DP5KG5L4G59P
G92WVCQY0DRDQ

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car.

On the Car Select Screen: Hold Left-C, then Z and release them. Press Left. On the Setup Screen: Hold Up-C, then Z and release them. Press Up.

On the Car Select Screen: Hold Down-C, then Z and release them. Press Down, L button, R button. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

S.C.A.R.S.

Cars and Cups

On the Option Settings Screen, move down to the "Password" Option and enter one of these codes for the results shown:

Crystal Cup - LGSSSX

Diamond Cup - CRKKYY

Zenith Cup - DZPKKK

Master Mode - PXPRTS

Scorpion Car - SDSSRT

Cobra Car - TRTTLL

Cheetah Car - NRRNRR

Panther Car - YMSTTR

All Cars and Tracks - WLLVDD

Open All Secrets

At the Player Select Screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

Shadows of the Empire More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: Wampa Stompa (One space before Wampa, two spaces before Stompa).

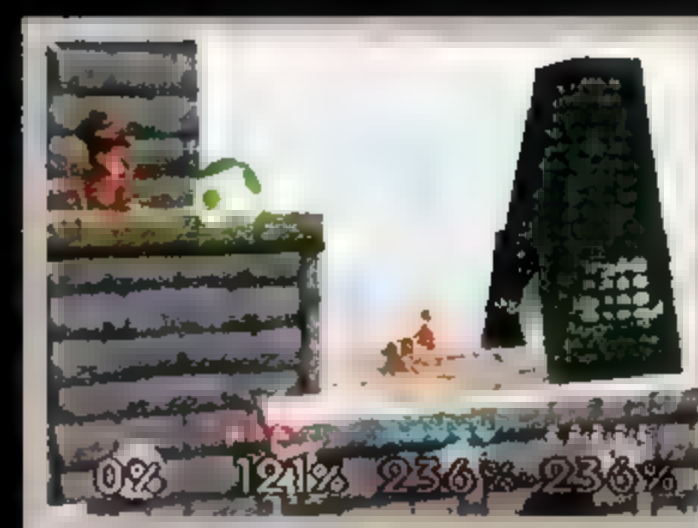
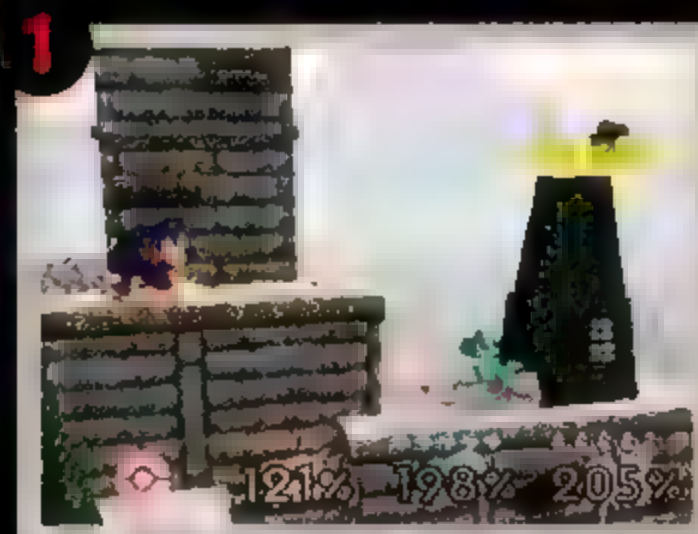
Begin playing a level; press Start to pause. Now press and hold the following buttons simultaneously: L button, R button, Up-C, Down-C, Left-C, Right-C, Z and Left on the D-pad. With all of these held (here comes the tricky part), press the Analog Stick halfway to the Left and wait until you hear a low beep.

Now press halfway to the Right and wait for the low beep again. Press halfway to the Left again and wait for the beep, and then again halfway Right. Do it once more halfway Left. If done properly, you should see pink text above all the other options on the top of the screen.

Use the L and R buttons or Left and Right on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, anti-aliasing, texture, lighting, fog, next level, kill Dash and much more! Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-pad. With all of these held, hold halfway Left on the Analog Stick and the debug text will reappear

Super Smash Bros.

Game Cheats



1 Borrow a Life

When playing a team multiplayer match, if you are defeated, but your teammate still has one or more life in stock, you can use one of his life to get back in the action by pressing A+B+Z+Start. Be sure to ask for permission from your friend.

3 Change Outfits

You can change your character's outfits by tapping the four C buttons at the Character Select Screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.



Triple Play 2000

Baseball Codes

1 Three Balls - When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-pad or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs - Hold L+R+Z and press Down, Up on the pad or Analog Stick. This is a quick way to end the innings!



South Park

All Characters in Multiplayer

From the Main Menu Screen, choose the Enter Cheat Option.

On the Secret Decoder Screen, enter **OMGTTKYB** as your code, and then press button **B**. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the Character Select Option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

Ultimate Cheat and More

To activate the ultimate cheat (all the cheats in the game) enter: **BOBBYBIRD**

For Level Select enter: **THEEARTHMOVED**
For Skinny Characters enter: **VEGGIEHEAVEN**

For Big Headed Characters enter: **MEGGANOGGIN**

For Credit Cheat (No game is without it!) enter: **SCREWYOUUGUYS**

For Infinite ammo, enter the password: **FAT-TERKNACKER**.

For All Weapons, enter the password: **FATKNACKER**.

For Invincibility, enter the password: **ASS-MAN**.

For Pen and Ink Mode, enter the password: **PLANEARIUM**.

Space Station Silicon Valley

Hidden Level

From the Saved Game Select Screen, press **Down, Up, Z** button, **L** button, **Down, Left, Z** button, **Down**. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear. Press **Left** to back up one zone and you will see the hidden level!

Star Wars: Rogue Squadron

Many Cheats

Luke Gets A New Head Code: At the Passcodes Screen enter **HARDROCK**. Then go back to the Main Screen and wait until the demo begins. Once it starts, press **A** to go back to the Main Screen. A man with a beard will be pasted on top of Luke's head!

Fly the Millennium Falcon: At the Passcodes Screen enter **FARMBOY**.

Fly the TIE Interceptor: At the Passcodes Screen enter **TIEDUP**.

The TIE Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon Cheat and the TIE Interceptor Cheat, go over to the Millennium Falcon then press **Up** on the Analog Stick. The camera will pan around to the TIE

Interceptor!

All power-ups: At the Passcodes Screen enter **TOUGHGUY**

Top Gear Rally

Many Cheats

Here are various cheats and secrets. These first two codes must be done while in a race. PlayStation Mode: **B, L, R, U, L, Z, R**
Rainbow Mode: **C Down, Z, B, U, U, R**
Car Color Changes: Before you select your car, hold down the **L** and **R** Shoulder buttons and all four **C** buttons, and press either **Up** or **Down**. After you do that hold the **L** and **R** shoulder buttons, either **Up** or **Down** on the control pad and press any **C** button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower **C** button at the Car Selection Screen.

Turok: Dinosaur Hunter

The Big Cheat

This code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: **NTHGTHDGD CRTDTRK**. Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

Turok 2: Seeds of Evil

Hidden Stage and Cool Colors

Enter any of these codes at the Enter Cheat Option on the Main Menu Screen, or when paused, access the Enter Cheat Option and enter a code.

Access the Cheats Option to turn on the cheats of your choice.

To get Big Head Mode enter:

UBERNOODLE

To get Stick Mode enter: **HOLASTICKBOY**

To get Big Hands and Feet Mode enter:

STOMPEN

To get Tiny Mode enter: **PIPSQUEAK**

To get Pen and Ink Mode enter: **IGOTABFA**

To get Gouraud Mode enter:

WHATSATEXUREMAP

To access Juan's cheat enter:

HEEERESJUAN

To access Zach's cheat enter: **AAHGOO**

To access the Blackout cheat enter:

LIGHTSOUT

To make your characters wear frooty stripes enter: **FROOTSTRIPE**

Unlock All Cheats

To unlock every cheat in the game, go to the Main Menu and access the "Enter Cheat" Option. Now enter the following code:

BEWAREOBLIVIONISATHAND.

This will unlock all the cheats! To activate any of them, go to the "CHEATS" section from the Main Menu to turn them on or off

Co-op Single Player Levels

(Note: Must have "unlock all cheats" opened for desired level)

Begin a game in Multi (works best with two), go to the Cheats Menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any Boss or level. Be careful about warp points; enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

Multiple Cheats

From the Title Screen, access the Options Menu. In the Options, go to the Passcode Option and enter any of the following codes for the results as shown:

For reduced gravity enter:

A MOON GETAWAY

For no enemies present enter:

POPULATION_OUT

For no damage enter:

LIVING_FOREVER

For all ending movies to play in sequence enter:

LONG_SLIDESHOW

Players can choose the same car, and to one belonging to enemy in 2P Quest:

MIX_MATCH_CARS

Unlocks all cars except flying saucer:

GANGS_UNLOCKED

Unlocks the flying saucer:

GIMME_DA_ALIEN

Unlocks hidden levels:

LEVEL_SHORTCUT

For enhanced missile enter:

MISSILE_ATTACK

For hardest difficulty level enter:

I AM TOUGH_GUY

For slow motion mode enter:

GO REALLY SLOW

For ultra high-res display mode enter:

MAX_RESOLUTION

For no weapon delay while firing enter:

FIRE_NO_LIMITS

To unlock everything enter:

JTBT7CFD1LRMGW

Virtual Pool 64

Rotate CPU Cue Stick

While the CPU is taking a shot, press **R** to change to the overhead view. Now you can rotate the CPU's stick to mess up its shot.

War Gods

Special Cheat Menu

As soon as the War Gods logo appears on the screen, use the directional pad and the buttons (not the analog joystick) to enter the following code very quickly: **Right, Right, Right, B, B, A, A**. If you did it quickly enough, you will hear the announcer say, "All too easy." At the Main Menu (Start/Options) Screen, highlight Options and enter it. A new option will be available called "Cheat Menu." Choose this menu to get a new screen filled with options such as a level select, timer option and skill levels for players one and two. Depending on the length of these meters, your life meter in the game will either go down slower or quicker. Also, easy fatalities will be available. When you are about to finish your opponent, make sure to stand the correct distance with your character, and press **A+B+Top C+Right C** buttons simultaneously for the fatality.

Wayne Gretzky Hockey '98

Get Bonus Teams

Go to the Options Screen. Hold **L** button and press **C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left**. If done correctly, the new teams will be available right away.

Choose Your Opponent

Highlight the team you want to play against and press **C-Right** three times. If done correctly, you will hear a click.

Nonstop Fighting

At the Options Screen hold the **L** button and press **C-Right, C-Left, C-Left, C-Right, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left**. If done right, you'll get in a fight every five to 20 seconds.

WCW Nitro

All Wrestlers, Extra Rings and Balloon Heads

All of these codes are to be entered at the Title Screen:

All Wrestlers

Right-C (4X), Left-C (4X), R (4X), L (4X), Z

Extra Rings

Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z

Balloon Heads (Damage to wrestlers makes their heads swell) Press **Left-C (7x), L, Z**.

Wetrix

Change Floor Sets

If you complete all 16 practice rounds, the background color of the Main Screen will change to red. Go to the Options Screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

Racing Rampage

Codes

Extreme-G: XG2

Many Cool Codes

To get any of these codes to work, just get to the Bike Selection Screen and press the **R** button to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below:

SPIRAL - Causes the track to spin around.

2064 - Use paper airplanes/WipeOut-style ships in place of cyber bikes.

LINEAR - Wire Frame Mode

XXX - Unlimited Nitros

SPYEE - Overhead view

F-1 World Grand Prix

Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the Analog Stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

Rush 2: Extreme Racing USA

Cheat Menu and More

Cheat Menu: At the Setup Screen, hold **L+R+Z**. While holding these, press all four **C-Buttons**. A "Cheat" Menu will appear.

All Cheats

At the Setup Screen, hold **C-Up+C-Down+C-Left+C-Right+L+R+Z**. The Cheat Menu will appear. Then go into the Cheat Menu, highlight any Cheat Option and press **L+R+Z+C-Up+C-Down+C-Left+C-Right** repeatedly until each cheat becomes selectable.



GameShark CODES

Army Men 3D GameShark Codes

Infinite Ammo: 80057fd22400
Infinite Flamethrower Fuel:
80058e3e2400
Infinite Health: 800432a02400

Baseball 2000 GameShark Codes

Press L2 for more Creation Points:
d007c4200001 801eb6240048

Eliminator: V.A.C. GameShark Codes

Infinite Health P1: 801142720258
Infinite Time: 800f43b44649

Fisherman's Bait GameShark Codes

Disable Timer: 800b0f5476a8
Infinite Credits: 800b060a0009

Gex 3: Deep Cover Gecko GameShark Codes

Extra Files: d00aa5d40001 800aa5d400032
Invincibility: 800b37b80005

Guardian's Crusade GameShark Codes

Infinite Rubies: 801b5518ffff
Max HP: 801cd79c03e8
Max PP: 801cd79e03e8

Legend of Legaia GameShark Codes

100 AP for Vahn: 800848160064
100 AP for Gala: 8008503e0064
100 AP for Noa: 80084c240064
Gala at Level 99: 800850600063
Game Time 0:00:00:
800845700000

Max AGL for Vahn: 8008481803e7 8008482a03e7
Max AGL for Gala: 8008504003e7 8008505203e7
Max AGL for Noa: 80084c2c03e7 80084c3e03e7
Max ATK for Vahn: 8008481a03e7 8008482c03e7
Max ATK for Gala: 8008504203e7 8008505403e7
Max ATK for Noa: 80084c2e03e7 80084c4003e7
Max INT for Vahn: 8008482203e7 8008483403e7
Max INT for Gala: 8008504a03e7 8008505c03e7
Max INT for Noa: 80084c3603e7 80084c4803e7
Max LDF for Vahn: 8008481e03e7 8008483003e7
Max LDF for Gala: 8008504603e7 8008505803e7
Max LDF for Noa: 80084c3203e7 80084c4403e7
Max SPD for Vahn: 8008482003e7 8008483203e7
Max SPD for Gala: 8008504803e7 8008505a03e7
Max SPD for Noa: 80084c3403e7 80084c4603e7
Max UDF for Vahn: 8008481c03e7 8008482e03e7

Akuji: The Heartless Debug Mode

Press Start to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug Menu to appear. You can choose many options, including your starting level!

Invincibility

Press Start to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Alien Trilogy Cheat Menu

Go to the Password Screen and enter the code: 1G0TP1NK8C1DB00TSON. Then choose Accept and go back to the Title Screen. Enter the Cheats Option to choose the cheats you wish to use during your game, such as Unlimited ammo and Invincibility!

Level Select

At the Title Screen, access Options and press Start. Move down to the Enter Password Option and choose it. On the Password Entry Screen, put in the letters, G0LV1 and the number of the level you want to access. The levels go up to 34, and 35 is the ending cinema. Don't access 35 if you do not want to see the ending of the game. After entering the password, move down and choose Accept. The screen will say, "Cheats Activated."

Andretti Racing Hidden Cars

Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as: GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

Extra Car Options

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Apocalypse Cheats and Codes

To enable cheats, pause the game and hold down the L1 button and then input the code
Invincibility - Down, Up, Left, Left, Triangle, Up, Right, Down
All Weapons - Square, Circle, Up, Down, X, Square
Unlock Levels - Triangle, Up, X, Down
Debug Info Cheat - Down, Down, Triangle
Area Select - Square, Circle, X.
Infinite Lives - Triangle, Circle, X, Square.
Fill Health - X, Triangle, Circle.
Skip Check Points - Triangle, Square, Circle, X

Arcade's Greatest Hits: The Atari Collection Vol. 1 Tempest Level Skip

There is a trick within the game, Tempest. After the beginning cinema has ended, select the Tempest arcade game. After it has loaded and you get to the demo/high scores of the game, press Select for the menu. Move down, highlight and choose "Game Options." Put Demonstration Mode On and press X button to accept. Back on the menu, start a one- or two-player game by choosing one of those options and pressing X. Now when your game begins, press L1 or R1 to skip levels. Pausing the game and then pressing Start again will also skip the level.

Here's also a quick tip to rush through all the levels. Hold the Fire button and L1 or R1 simultaneously. By holding the Fire button, you will kill any enemies or spikes that appear in your way while warping through the level. Caution: Don't circle the grid when rapidly warping or you will be guaranteed to get hit by the spikes in later levels.

Army Men 3-D

Invincibility and All Weapons

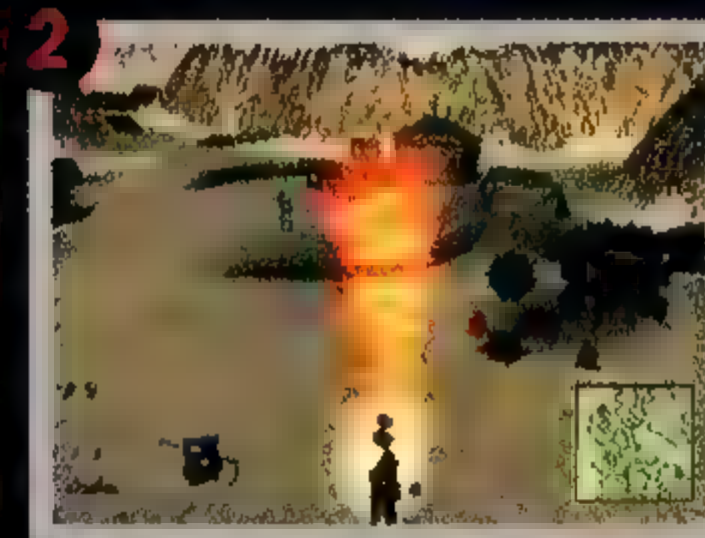
1 After you have started the mission, press the Start button to bring up the Pause Screen. These codes must be put in within about two seconds to work:

Make Sarge Invincible:

Square, Circle, L1, L1+L2 (Simultaneously)

2 All the weapons:

Square, Circle, R1, L1, R1+R2 (Simultaneously)



Armored Core: Project Phantasma Views, Names and Emblems

Fixed Camera:

Press and hold the Circle+X buttons simultaneously. While doing this, press Start. Press Start again to unpauses the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpauses the game one more time.

Cockpit View:

Press and hold the Triangle+Square buttons down simultaneously. While doing this press Start. Press Start again to unpauses the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpauses the game one more time.

Change Pilot's Name:

With "A.C. Name Entry" highlighted, press and hold the Select button. Then press the X button. You will now be able to change your originally registered pilot's name.

Emblem as Raven's Nest Wallpaper:

While in "Edit Emblem," press and hold the L1 and R1 buttons and then press Select. The selected emblem will now be tiled over the background.

Asteroids

Cool Asteroids Codes

On the Title Screen when "Press Start" is flashing, press and hold the Select button and press the following buttons in this order for the results as shown:

Unlock Classic Asteroids - Circle, Circle,

Circle, Triangle, Square, Square, Circle

Unlock the Fourth Ship - Triangle, Circle,

Circle, Triangle, Square, Circle, Square

Level Select - Square, Triangle, Circle,

Triangle, Triangle, Square, Circle. Once you

are in a game, you can change levels, zones

and turn the collision off by simultaneously

pressing Select+Start and then choosing the

option you want and pressing L1 to activate

that cheat.

Classic Asteroids Codes - The following

codes will work once you pause in the middle

of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle,

Square, X, Triangle

99 Lives - Up, X, Down, Triangle, Left,

Square, Right, Circle

Invincibility - Down, Down, Up, Up, Circle,

Square, Triangle, Triangle

Auto Destruct

Several Cheats

To use any of these codes, go to the Cheat

Menu. To do that pause the game while in a

mission and press Up, Down, Left, Right,

Down, Right, L1, R1, R1. After you do that, enter these codes to get the following effects:

Extra Nitros: Press L1, Circle, Down, L1, Up, Square, Circle, R1. Then press the Nitros Option to get one more nitro each press.

Extra Money: Press L1, R1, Up, Circle, Down, Square, Right, R1, L1.

Add Minute to time: Press Down, L1, L1, Circle, Circle, R1, Up, Square, L1.

Then press the Add Minute Option to get an extra minute

Invincibility: Press L1 four times, Left, Circle, Circle, Square, L1.

Infinite Fuel: Press L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down.

Car Tuneup Menu: Press L1, R1, L1, Up, Down, Circle, Down, Right, Left,

Square, R1. Then press the Car Tuneup Option on to modify your car.

New York Time Trial: Press L1, Right, Down, Left, Up, R1.

Subway Time Trial: At the Main Menu Screen, press L1, Left, L1, R1, Right, R1. Now access the Time Trials Option and a new Subway Option.

Debug Mode: In the middle of the game, press Start to pause. Now press the following: Up, Right, Left, Down, Circle, L1, R1, R1, L1, Circle, Down, Left, Right, Up. You'll hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!

Battle Arena Toshinden 2 Boss Codes

To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: R1, L2, X, L1, R2, Circle on the first controller. A chime should then sound, and the yellow box should turn to blue, if done correctly. Choose the Bosses at the Player Select Screen by highlighting the Random Select box. Press and hold the Select button to slow things down. Uranus and Master should now be selectable! After this code is entered, you can enter the second Boss code. Press Start and go to Reset. Choose Yes.

To access Sho/Vermilion: As the Options fly in together at the Main Title Screen, quickly enter: Circle, R2, L1, X, L2, R1 on the second controller. A chime should then sound and the blue box should turn red, if done correctly. Choose these bosses at the Player Select Screen by highlighting the Random Select box.

Specials on High Difficulty

There is a way to keep your special moves

on your top buttons past Level Three on the difficulty setting. To do this, highlight Option from the Title Screen. In the Option Screen, set the difficulty to three. Take the second player's controller and set the controls to all specials. Next, take the first player's controller and change the difficulty level up to any level you want. Player two will retain his/her specials throughout the harder levels. Now you must start a game and use controller two to pick your character in a one-player game. In a two-player game, player two will retain his/her specials on the top four buttons. Now you should be able to utilize your specials with the touch of a button and it will be easier to defeat the game on the higher difficulty settings.

Battle Arena Toshinden 3 Infinite Soul Bombs

Just begin a match and then press Start to pause. Then enter the "KeyConfig" Option and change your L1, L2, R1 or R2 keys to soul bombs. Then go back into your game, press the button you configured as "Soul Bomb" and press X at the same time. This will activate the "Soul Bomb." By continuously doing this procedure you can perform as many Soul Bombs as you'd like to keep your opponent from even laying a hand on you!

Random Select

Just go to the Character Select Screen, then press and hold the top four buttons on your controller. Once you let go, the computer will choose your next character.

Bomberman World Stage and Cheat Codes

Just enter the following codes at the Password Screen to enable the codes.

Level Codes:

Stage 1-1: 2180	Stage 1-2: 1986
Stage 1-3: 1910	Stage 1-4: 2911
Stage 1-5: 1060	Stage 2-1: 2008
Stage 2-2: 0718	Stage 2-3: 1704
Stage 2-4: 1401	Stage 2-5: 2701
Stage 3-1: 0902	Stage 3-2: 0209
Stage 3-3: 2713	Stage 3-4: 1068
Stage 3-5: 3639	Stage 4-1: 9174
Stage 4-2: 0648	Stage 4-3: 2736
Stage 4-4: 0588	Stage 4-5: 1891
Stage 5-1: 6235	Stage 5-2: 2238
Stage 5-3: 1207	Stage 5-4: 3021
Stage 5-5: 0351	

Full Power:

Stage 1: 1197 Stage 2: 1418

Stage 3: 7310 Stage 4: 2777
Stage 5: 3623

Pure War: 1622

Crazy Blocks: 6833

Battle Megamix: 8686

Extra Battle Stages: 3636

Bust A Move 4 Another World

You'll get an entirely new set of levels when you enter this code.

At the Title Screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game Menu, choose Puzzle and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of new stages!

Buster Brothers Collection Stage Select and Expert Mode

Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You can choose any set of levels; even the end level which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller one and two, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

C: The Contra Adventure Many Cheat Codes

Input the combinations on the Main Menu Screen.

Level Select - Left, Up, Right, Square, Square, Triangle, Triangle, Down

Unlimited Lives - Up, Right, Square, Triangle, Right, Left, Square, Triangle

Unlimited SuperBombs - Square, Square, Right, Down, Down, Left, Square, Triangle

Super Machine Gun - Right, Right, Square, Triangle, Right, Left, Down, Down

Movie Player - Triangle, Triangle, Down, Square, Up, Up, Left, Triangle

Cart World Series

Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:

NIGHTRID - Drive at night

SPACERID - Tron-like tracks

GEK - You will race two laps in Season Mode.

WHEELS - No body on your car.

FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).

RADBRAD - Tracks have more gravity than normal

BANZAI - You won't collide with any other cars.

Circuit Breakers

Many Codes

All Tracks in One-player Mode:

If you want to have all the tracks in One-player Mode, just start a race then pause the game. While paused, choose OPTIONS/SOUND then go to FX and press L1+L2.

Better Engine in Two-player Mode:

When you're about to select a track, press X + Square + Triangle + Circle. A picture of an engine should appear at the bottom of the screen if you are successful.

Jumping Bean Cars in Multiplayer Mode:

When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1 GO" countdown has started, simultaneously press Circle and Left.

Race at Night.

When you're about to select a track, just push L1 + L2 + R1 + R2 to play at night.

Reverse Tracks in Multiplayer Mode:

On the Circuit Selection Screen, choose the circuit you wish to race on and press Select. As the cars start to drive into the tunnel, quickly press and hold X and Square. While holding them down, press either Left or Right. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backward.

Upside-Down Tracks:

When you're about to select a track, press L2 + R2 + X + Down. A sweeping arrow should be drawn at the bottom of the info. panel.

Codename: Tenka

All Weapons, Level Warp

These cheats are sure to improve your progress in the game. Press Start to pause within your game and enter these codes.

All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R1, Circle, Square, Square. Then release L1.

Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.

Colony Wars: Vengeance Password Cheats

Here are some password cheats for Colony Wars 2 (all are case-sensitive): Enter all at the Password Screen.

Invincibility: Vampire

All weapons: Tornado

Primary weapons available: Dark Angel

Infinite secondary weapons: Chimera

Infinite afterburners: Avalanche

Infinite money: Hydra

All ships: Thunderchild

FMV and Mission Select: Demon

All missions, all ships, infinite secondary weapons, etc: Blizzard

Disable Cheats: Stormlord

Cool Boarders 3

Cheat Names

Enter each cheat below as a name in Tournament Mode to get the various results.

WONITALL - Access to every course

OPEN_EM - Access every boarder and board



GameShark CODES

Legend of Legaia

GameShark Codes Continued

Max UDF for Gala:

8008504403e7 8008505603e7

Max UDF for Noa:

80084c3003e7 80084c4203e7

Press L2 for Max HP for Noa:

d007b7c00001 80084c2003e7

d007b7c00001 80084c2203e7

d007b7c00001 80084c3803e7

Press L2 for Max HP for Vahn:

d007b7c00001 8008480c03e7

d007b7c00001 8008480e03e7

d007b7c00001 8008482403e7

Press L2 for Max MP for Noa:

d007b7c00001 80084c2403e7

d007b7c00001 80084c2603e7

d007b7c00001 80084c3a03e7

Press L2 for Max MP for Vahn:

d007b7c00001 8008481003e7

d007b7c00001 8008481203e7

d007b7c00001 8008482603e7

Vahn at Level 99: 800848380063

Noa at Level 99: 80084c4c0063

Press L2 for Max HP for Gala:

d007b7c00001 8008503403e7

d007b7c00001 8008503603e7

d007b7c00001 8008504c03e7

Press L2 for Max MP for Gala:

d007b7c00001 8008503803e7

d007b7c00001 8008503a03e7

d007b7c00001 8008504e03e7

MLB 2000

GameShark Codes

Away Team Scores 0:

3001d4590000

Away Team Scores 50:

3001d4590032

Home Team Scores 0:

3001d4160000

Home Team Scores 50:

3001d4160032

Infinite Creation Points:

801e8b28012c 801e8b2c012c

Monkey Hero

GameShark Codes

Infinite Energy: 3008e0f80011

Need For Speed: H.S

GameShark Codes

Infinite Cash: 80115da63b00

99 Points: 80115eb40063

Infinite Pursuit Time:

8005e1ee2400

NFL GameDay '99

GameShark Codes

[L1 & Sel] for Score Decrease Away:

d0144d02fbfe 111084580001

d0144d02fbfe 111088f40001

[L2 & Sel] for Score Increase Away:

d0144d02fefe 101084580001

d0144d02fefe 101088f40001

[R1 & Sel] for Score Decrease Home:

d0144d02f7fe 111084560001

d0144d02f7fe 111088f00001

[R2 & Sel] for Score Increase Home:

d0144d02fdfe 101084560001

d0144d02fdfe 101088f00001

Rampage 2: U.T.

GameShark Codes

Infinite Lives Boris:

801e0fb00009

Infinite Lives Curtis:

801e0d9c0009

Civilization 2

Money Code

1 After you create your first city, go to the "City" Option and access it.

2 In the City Screen, choose "Rename" and enter the name of your city as shown: _Cash When you enter the upper case H, be sure to hold the R1 button at the same time.

3 Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Troy Tyson
Hatfield, Penn.

GameShark CODES

Rampage 2: U.T.

GameShark Codes Continued

Infinite Lives George: 801e13fc0009
Infinite Lives Lizzie: 801e161c0009
Infinite Lives Myukus: 801e1a5c0009
Infinite Lives Ralph: 801e183c0009
Infinite Lives Rudy: 801e11dc0009

Street Sk8er

GameShark Codes

Enable Levels: 80094230003f
Extra Characters: 80094138ffff
Extra Points: 8007b19c8800

Syphon Filter

GameShark Codes

Extra Health: 80068bec0000
Infinite Ammo at Weapon Pick-up: 800467c62400
All Levels Open: 801462aa0b14

Triple Play 2000

GameShark Codes

Away Team Scores 0: 300581110000
Away Team Scores 50: 300581110032
Home Team Scores 0: 3005810d0000
Home Team Scores 50: 3005810d0032
Infinite Balls: 300583e20000
Infinite Strikes: 300583e10000

WCW/NWo Thunder

GameShark Codes

Barnyard Arena: 80079f4c001a 80079f4e0000
Big Feet Mode: 80079f080004
Big Hands+Feet Mode: 80079f080006
Big Head, Hands+Feet Mode: 80079f080007
Head Like Sputnik Mode: 80079f080008
Huge Cranium+Feet Mode: 80079f08000c
Huge Cranium+Hands Mode: 80079f08000a
Huge Cranium, Hands+Feet Mode: 80079f08000e
Castle Arena: 80079f4c0011 80079f4e0000
Frontier Arena: 80079f4c001b 80079f4e0000
Garden Arena: 80079f4c0015 80079f4e0000
Hades Arena: 80079f4c0014 80079f4e0000
Parking Lot Arena: 80079f4c0010 80079f4e0000
Rooftop Arena: 80079f4c0017 80079f4e0000
Space Station Arena: 80079f4c0018 80079f4e0000
Stone Henge Arena: 80079f4c0012 80079f4e0000
The Box Arena: 80079f4c001c 80079f4e0000
Undersea Arena: 80079f4c0016 80079f4e0000
USO Arena: 80079f4c0019 80079f4e0000
Xtreme Arena: 80079f4c0013 80079f4e0000
Cage Arena: 80079f4c0000 80079f4e0000

BIGHEADS - Get huge heads

Crash Bandicoot

Infinite Weapons and Drop Pod

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:

Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down

Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up

Darkstalkers 3

Secret Characters

Play as Male Shadow: At the Character Selection Screen, highlight the "?" box, press Select (five times), then press any button.

Play as Female (Marionette) Shadow: At the Character Selection Screen, highlight the "?" box, press Select (seven times), then press any button.

Play as Image Talbain: At the Character Selection Screen, highlight Gallon, hold Select then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): At the Character Selection Screen, highlight Bishamon, hold Select then press any button.

Destruction Derby 2

Access All Tracks

Go into the Race Mode Screen and select either Wrecking Racing or Stock Car Racing. Then select "Championship" at the Race Type Screen. You will enter a Name Entry Screen. Here enter your name as "MACSRPOO" and then hit End. You should appear at the Main Screen and the Track Option will have a red cross through it. Go back into Race Mode and choose a mode and then a race type. Now, if you access the Track Select Option you should be able to choose from any of the tracks listed

Duke Nukem: Time to Kill

Appearance and Cheat Codes

To change Duke and the enemy's appearance, pause the game and enter one of these codes:

Big Head Duke - R1, R1, R1, R1, R1, R1, R1, R1, Up

Tiny Head Duke - R1, R1, R1, R1, R1, R1, R1, R1, Down

Big Head Enemies - R1, R1, R1, R1, R1, R1, R1, R1, Left

Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big.

Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo - L, R, L, R, Select, L, R, L, R, Select

All Weapons - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

All Inventory - R1 x 5, L2 x 5

All Keys - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

Invisible - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

Double Damage - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2

Temporary Invulnerability - R1, L2, L1, L2, R1, L1, R1, L2, L1, L2

Super Weapons - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select

Level Select

While playing, pause the game and press Down nine times and then press Up. It should say Level Select. Now quit the game, and on the Main Menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Einhander

Default Gunpod Weapons

Here is a method for you to begin the game with gunpod weapons. First, start the game and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use all of your lives. On the Continue Screen, let the counter go to

zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

Eliminator

Various Cheats

Enter these cheats from within the ID Selection Screen in the menu.

Secret Level: Cheat word "WAKYLEVL"

When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.

Invulnerability: Cheat word "CLEVALAD" When Invulnerability is flagged the player will not take any damage. (Do not have the shield effect on when using this cheat.)

Max Primary Weapons: Cheat word "GUNCRAZY" When the Maximum Primary Weapons cheat is activated, all primary weapons will be at full strength.

Max Secondary Weapons: Cheat word "MAXMEOUT" When the Maximum Secondary Weapons cheat is activated, all secondary weapons have an ammo limit of 99.

Cadillac Car: Cheat word "NEWWEELS" When the cheat car is flagged, an extra car is added to the in-game "Ship Select" Screen. The player can now choose Caddi, which will be set up with the best setting a ship can have.

Max Out Time: Cheat word "WAITABIT" On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show.

Fighting Force

Cheat Mode

At the Main Menu Screen, press and hold buttons L1, R2, Square, and Left (on the directional pad). Do this until "Cheat Mode" appears under Options. Now go into the Options Screen and you will see that the first two options will now let you select your level and invulnerability!

Frogger

Special Cheat Screen

These tricks will give you great cheats to help you along in the classic come back to life.

All Zones Open - Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives - Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

G Darius

Free Play

This method may take awhile, but it will gain you a way to get Free Play Mode! To do this, just play through the game multiple times and use up 100 credits in the process. After you do this, the next time you play, the text on the bottom of the screen will show that you have a Free Play! Now you can blow through the entire game without any worry of using up your continues!

Gex: Enter the Gecko

Debug Menu

Press Start to pause the game. Then hold L2 or R2 and press Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down. You should hear a sound if you did the sequence correctly. Press Start to unpause and then press Select to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the cheat menus with X. You'll be treated to a Level Select Menu, Collectibles Menu, stats and more!

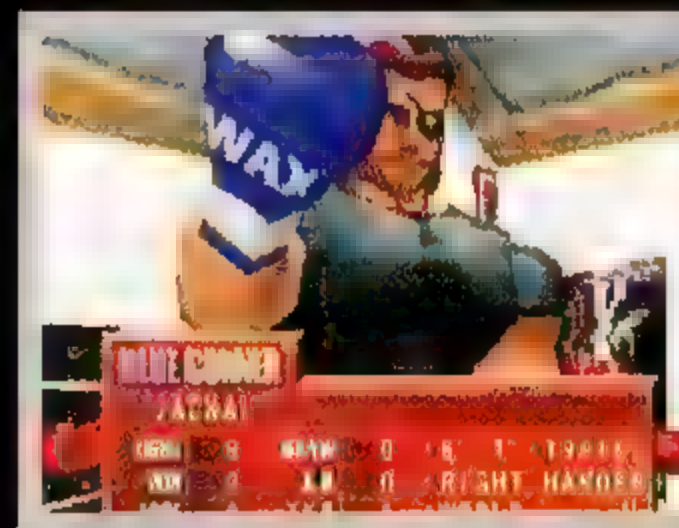
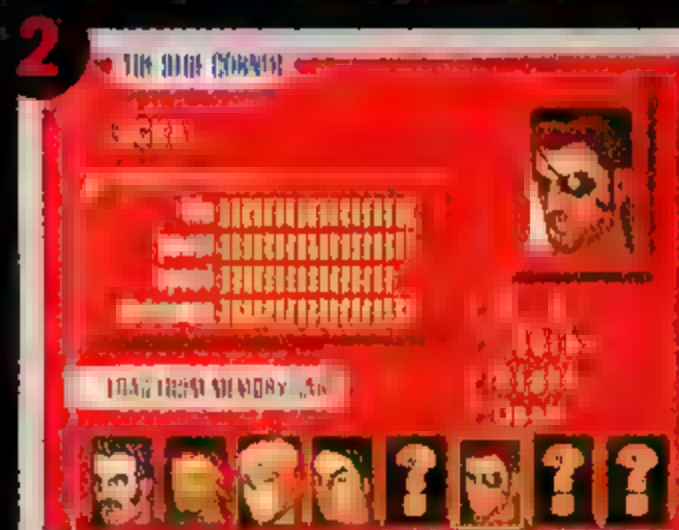
Contender

Unlock Jackal

This trick is for Contender, but in order to get it you will need the code "Main Event Characters in two-player mode": (Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer start a two-player match. At the Character Select screen, press the Square button to pick any of the other boxers from your memory card).

1 Now you will need to highlight Alexa Andersen, push "Square," and it will take you back to the page that you get to pick your characters. Once you are on the page in which you pick your characters, go to "Load" and click on it.

2 It will then take you to the screen that has the characters that was put there from the "Main Event Characters in two-player mode." You will then have Jackal: the guy with a black eyepatch.



Heart of Darkness

All Levels and Cinemas

With the game off, make sure you have a controller in port two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf

All Characters and Courses

Invasion From Beyond

Various Cheats

1 Level Select:

At the Press Start Screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square(2), Circle, X, Triangle. Go to the Main Menu Screen to select any level in the game.

2 All Ships, Weapons and Upgrades:

At the Press Start Screen, enter L1, R1, L2, R2, Up, Down, Right, Left(2), Right, Down, Up for all ships, weapons and upgrades.



To do this trick, you must first make sure there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1+L2+R1+R2** buttons simultaneously before the Title Screen appears. While holding these, go to the Title Screen. Immediately after the flash happens, press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left**. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

Impact Racing

Many Cheats

The following are several passwords that will grant you different results, such as Invincibility, Weapons and more! Just go to the Password Screen and enter these codes.
For Invincibility enter: I.AM.IMORTAL.
For Infinite Weapons enter: LOADSOFSTUFF.
To Gain All Weapons enter: ALL.TOOLEDUP.
For Level Skip enter: RABBITBADGER.
For Final Level enter: ENDGAMELEVEL.
For Extra Bonus Tracks enter: BONLS.LEVEL.
To access ending credits and a jukebox feature enter: JOURNEYS.END.

International Superstar Soccer Pro '98

Play as the Classic All Stars

In the Select Menu, highlight Exhibition and press **Up, Up, Down, Down, Left, Right, Left, Right, Circle, X**. Clapping will be heard if you did it correctly. At the Exhibition Menu, choose any mode of play, and when you're at the Select Country Mode, press and hold **L1+R1**, and you will be able to choose Classic All Stars!

Jet Moto 2

All Tracks, Race as Enigma

This trick is very long-winded, but it's worth it to enable all the tracks. From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the one-player option. Choose Li'l Dave at the Select Rider screen (Press X). Now press Triangle until you go back to the Title Screen. Press **Up, Down, Left, Right, R2, R1, L2, L1** (this must be done quickly). Go back into Options and set the laps to 3. Go into the one player option again and choose Wild Ride (press X)

Press Triangle until you're back to the Title Screen. Now press **Up, Left, Down, Right, Square, R2, Circle, L2** (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo Off. Go in the one-player option and pick Bomber. Go back to the Title Screen again and press **R2, R1, L1, L2, R2, R1, L1, L2** (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks!

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press **Left, Square, Down, Triangle, Right, Circle, L1, R1** (this must be done quickly). Enigma will now be available from the Select Rider Screen.

Legacy of Kain

Game Codes

Blood Refill

While playing, press **Up, Right, Square, Circle, Up, Down, Right, Left** to refill your blood.

Full Magic

To fill your magic meter, press **Right, Right, Square, Circle, Up, Down, Right, Left** while playing.

View all Videos

To view all the video clips, press **Left, Right, Square, Circle, Up, Down, Right, Left** while playing, then press **Select** and view the Dark Diary.

Lode Runner

Multiple Tricks

Level Warp - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:

Circle = Forward one level

Square = Back one level

Triangle = Forward 15 levels

X = Back 15 levels.

Extra Lives - On your last life, press **Select** and go to "Restart." When the level reappears, you will begin it with five lives.

See the Cinemas - On the Main Menu, move down to Options. With Options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas:

[R2=L1, L2=R2, R1=L4, L1=L8]

While holding the combination of buttons, press X to access that cinema.

For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.

Faster Gameplay - Choose "The Legend Returns" from the Main Menu Screen.

Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

Madden NFL 99

Cheat Codes

At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X on New Code Option.

Enter any of the codes for the results shown:

New Teams

BESTNFC - All Stars NFC

AFCBEST - All Stars AFC

BOOM - Madden '98 Team

IMTHEMAN - Stats leaders

PEACELOVE - All '60s team

BELLBOTTOMS - All '70s team

HEREANDNOW - All '90s team

TURKEYLEG - Madden All-Time Greats

THROWBACK - 75th anniversary team

GEARGUYS - NFL equipment team

WELCOMEBACK - '99 Cleveland Browns

INTHEGAME - EA Sports Team Secret

Stadiums

EA STADIUM - EA Sports

DOGPOUND99 - Cleveland

THEHOGS - RFK Stadium Washington, D.C.

NOTAFISH - Old Miami

SOMBRERO - Old Tampa

FOR RENT - Astrodome

OURHOUSE - Tiburon

STICKEM - Original Oakland

Marvel Super Heroes vs Street Fighter

Hidden EX Option

Start a new boxer in the Main Event. On the Main Menu Screen, highlight Options and quickly press **R1, Circle, Left, Triangle, Triangle**.

If you do it fast enough, you will reveal the hidden EX Option which will allow you to choose a full Hyper Combo Gauge, fast Vitality Recovery Speed and Human- or Computer-controlled Vs. Mode.

Metal Gear Solid

Snake's Tuxedo

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mortal Kombat 4

Hidden Cheat Menu

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Code: **302-213**. After you begin your match, press **Start** to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" option and hold **Block+Run** simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down+High Punch** at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

Moto Racer

Cool Cycle Codes

Faster Bikes: Press **Up (3), Right, Left, Triangle, X** at the Main Menu.

Higher Jumps: Press **Left (2), Up (2), Right (2), Down (2), Square, Triangle, X** at the Main Menu.

Other Racers Limited to 50 km/h.

Press **Circle, Square, Right, Left, L1, R1, X** at the Main Menu.

Nanotek Warrior

Various Game Cheats

Press **Start** to pause during the game and enter any of the codes:

Extreme Sports Codes

2Xtreme Air Tricks

These codes will give you more tricks to do in the air for each of the events.

Skateboarding: **Triangle, X, Square, Circle**.

Snowboarding: **Triangle, Square, X, Circle**.

Rollerblading: **Circle, Square, X, Triangle**.

Mountain Biking: **X, Square, Triangle, Circle**.

Cool Boarders 3

Cheat Names

These tricks will give you three radical options to enhance the game. Enter each cheat below as a name in Tournament Mode to get the various results.

WONITALL - Access to every course

OPEN_EM - Access every boarder

and board

BIGHEADS - Get huge heads

ESPN: Extreme Games

Various Passwords

Just go to the Password Screen by going into the "Sign-in" at the Main Menu, then by choosing "Continue Season."

Then at the Password Screen enter:

Last Race password:

254, 071, 216, 094, 085, 085, 177, 113, 104.

Money password:

229, 013, 066, 016, 000, 000, 000, 000, 031.

X-Games: Pro Boarder

Circuit and All Levels Code

This sweet code will give you an advantage by accessing more circuits and levels. To open up the Circuit Option on the Main Menu, access the Options. Highlight and enter the Password Option. Now enter this code as shown: **X, Circle, X, Triangle, Triangle, Square**. To open all of the levels of the game, access the Options from the Main Menu, highlight the Password Option and enter this code: **Square, Triangle, X, Square, Circle, Circle**. Now, you can blow through the game by warping to the later levels!



Stop your Ship: **Triangle, Left, Triangle, Right, Triangle, Up, Triangle, Start**. Stop your ship at any time by pressing **Triangle**.

Enable your Memory Card: **Left, Right, Left, Left, R2, Circle, L1, X**. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.

Access Full-Shield: **Select, Circle, Right, Up, Up, L1, L1, X**. This allows you to gain full-shield capacity.

To access Warp Sim: **Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X**. This allows you to simulate the speed burst of the warp zones.

Lock-On Lightning Bolt

When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter:

X, Square, Triangle, Circle, Square, Circle, X, Triangle, X. You'll be taken to Level 1 with your ship souped-up with spread lasers and the new Lightning Bolt weapon which can be used with the **Circle** button.

NASCAR 99

Play as Announcer's Car

From the Main Menu Screen, choose the Single Race Option. On the Race Setup

Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2, R2, L1, L1, L2, L2, R1, R1, R2, L1**. You will hear a sound and the Benny Parsons car will appear!

Nectaris: Military Madness

Story Passwords

Here are the New Story Codes for the game. Enter the following at the Password Screen:

- | | |
|------------|------------|
| 1. RANDAL | 2. HUNDRA |
| 3. CINBER | 4. MARLIN |
| 5. BAYARD | 6. WEBLEY |
| 7. PARKER | 8. MERKEL |
| 9. ITHACA | 10. BAIKAL |
| 11. SAVAGE | 12. VALMET |
| 13. MAUSER | 14. KIMBER |
| 15. BISLEY | 16. MEANEC |
| 17. LADNAR | 18. ARDNUH |
| 19. REBNIC | 20. NILRAM |
| 21. DRAYAB | 22. YELBEW |
| 23. REKRAP | 24. LEKREM |
| 25. ACAHTI | 26. LAKIAB |
| 27. EGAVAS | 28. TEMLAV |
| 29. RESUAM | 30. REBNIK |
| 31. YELSIB | 32. CENAEM |

Need For Speed III

Open Cars, Tracks, Etc.

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords: **SPOILT**: This gives you all the regular cars and tracks.

1JAGX: Open the Jaguar XJR-15 Bonus Car
AMGMRC: Get the Mercedes-Benz CLK GTR

NFL Blitz

Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press **Jump (1X), Pass (2X)** and pad **Down**. (Two-player Mode only)
To Show More Field press: **Jump (2X), Pass (1X)** and pad **Right**

For Fog On press: **Jump (3X)** and pad **Down**

For Fast Turbo Running press: **Jump (3X), Pass (2X)** and pad **Left**

For Huge Head press: **Jump (4X)** and pad **Up**

For Thick Fog press: **Jump (4X), Pass (1X)** and pad **Down**

For Super Blitzing press: **Jump (4X), Pass (5X)** and pad **Up**

For Big Ball press: **Jump (5X)** and pad **Right**

To Hide Receiver Name press: **Turbo (1X), Pass (2X)** and pad **Right**

For Tournament Mode press: **Turbo (1X), Jump (1X), Pass (1X)** and pad **Down**

For Random Play Choice press: **Turbo (1X), Jump (1X), Pass (5X)** and pad **Left**

For Super Field Goals press: **Turbo (1X), Jump (2X), Pass (3X)** and pad **Left**

For Big Players press: **Turbo (1X), Jump (4X), Pass (1X)** and pad **Right**

Cheat Codes

On the Team Vs. Screen, enter any of these codes with the **Turbo, Jump** and **Pass** buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

- | | |
|-------------|----------------------|
| 3-2-1-Left | No Head |
| 1-2-3-Right | Headless Team |
| 0-1-0-Up | Late Hits |
| 2-0-0-Right | Big Head |
| 5-0-0-Left | No Stadium |
| 1-5-1-Up | No Punting |
| 4-3-3-Up | Invisible |
| 2-1-2-Left | Clear Weather |
| 5-2-5-Down | Weather: Snow |
| 0-0-1-Down | Show FG% |
| 3-1-4-Down | Smart CPU |
| 4-2-3-Down | No Random Fumbles |
| 2-0-3-Right | Big Heads (team) |
| 2-1-0-Up | No First Downs |
| 3-1-0-Right | Small Players |
| 2-5-0-Left | Fast Passes |
| 2-1-1-Left | Allows Out Of Bounds |
| 5-1-4-Up | Infinite Turbo |
| 2-3-3-Up | Power-up Teammates |
| 3-1-2-Left | Power-up Blockers |
| 4-2-1-Up | Power-up Defense |
| 4-0-4-Left | Power-up Speed (2P) |
| 2-2-2-Right | Night Game |
| 5-5-5-Right | Weather: Rain |
| 5-5-5-Up | Hyper Blitz |
| 3-4-4-Up | No Interceptions |

Hidden Players

When asked to Enter a Name for Record Keeping, choose **"Yes"**. Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

- | | | |
|--------|------|------------------------|
| Turmel | 0322 | Mark Turmell |
| Sal | 0201 | Sal Divita |
| Jason | 3141 | Jason Skiles |
| Jenifr | 3333 | Jennifer Hedrick |
| Daniel | 0604 | Dan Thompson |
| Japple | 6660 | Jeff Johnson |
| Shinok | 8337 | Shinnok from Mortal K. |
| Raiden | 3691 | Raiden from Mortal K. |
| Mike | 3333 | Mike Lynch |
| Gentil | 1111 | Jim Gentile |
| Brain | 1111 | Brain |
| Forden | 1111 | Dan Forden |
| Skull | 1111 | Skull |
| Carltn | 1111 | Headless Guy |
| Root | 6000 | John Root |
| Luis | 3333 | Luis Mangubat |

Other Secret Players

Enter these codes the same way as the ones above.

- | | | | |
|-------|------|-----|------|
| Thug | 1111 | Van | 1234 |
| Billz | 0526 | Zz | 1221 |

Irritating Stick

Extra Lives

- At the Mode Select Screen, highlight "LP Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad 1 time. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now highlight "LP Play" and press X. You will hear the crowd cheer to confirm the code.
- Now you will begin the game with seven lives instead of three!



Need For Speed: High Stakes

Cool Codes

New View and Turbo Boost:

- After choosing a car, press Start to begin a race.
- Before the Loading Screen appears, hold Up, Triangle and X until the loading screen disappears.
- Then, a new driving view is seen. Also, press up while accelerating to get a little turbo boost. Or, just hold it while accelerating to go very fast!

Slow CPU cars:

Play a tournament or special event race. Select a car and press Start to load the race. Before the Loading Screen pops up, hold Left, Square and Circle until the loading screen disappears.

Blurry Vision:

- Select a car and press start to load the race. Before the loading screen pops up, hold Up, L2 and R1 until the Loading Screen disappears.

Bryan Mathis
Flower Mound, Texas



Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL Xtreme

Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown.

- BIGHEAD BOBBY** - All players have huge heads.
GEORGE GIRAFFE - The quarterback has a neck like a giraffe.
LAMEBOY LENNY - All players walk around like they are lame.
MONKEY MICKY - All players have huge arms.
TINY TOM - All players are tiny. You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

NHL 99

Cheat Codes

Enter these codes at the Password Screen.

- BIGBIG** - All the players are big
BRAINY - All players have big heads
EAEAO - Activates the EA Blades Team
View Arenas

Enter these passwords to do a "fly-by" of the

following stadiums:

ANA: Arrowhead Pond (Anaheim)
BOS: FleetCenter (Boston)
BUF: Marine Midland Arena (Buffalo)
CGY: Canadian Airlines Saddledome (Calgary)
CAR: Greensboro Coliseum (Carolina)
CHI: United Center (Chicago)
COL: McNichols Sports Arena (Colorado)
DAL: Reunion Arena (Dallas)
DET: Joe Louis Arena (Detroit)
EDM: Edmonton Coliseum (Edmonton)
FLO: Miami Arena (Florida)
LOS: Great Western Forum (Los Angeles)
MON: Molson Center (Montreal)
NAS or NSH: Nashville Arena (Nashville)
NYI: Nassau Veterans Memorial Coliseum (New York Islanders)
NYR: Madison Square Garden (New York Rangers)
OTT: Corel Center (Ottawa)
PHI: CoreState Center (Philadelphia)
PHO: America West Arena (Phoenix)
PIT: Civic Arena (Pittsburgh)
STL: Kiel Center (St. Louis)
TOR: Maple Leaf Gardens (Toronto)
VAN: GM Place (Vancouver)
WAS: MCI Center (Washington)

Ninja: Shadow of Darkness Invincibility and Level Select

Invincibility: Pause the game at any time and press **L2, R2, L2** 3 times, **R2** 3 times, then **Circle, Triangle, Square, Circle, Triangle** and **Square**. Listen for a chime to verify that you entered the code correctly. When you unpauses, you'll now be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!

Level Select: Remove your memory card then turn on the PlayStation. When the screen says: "Checking Memory Card" quickly press **L2, L2, L2, R2, R2, R2**. The words "DELS LEVEL CHEAT ON" will briefly appear. Start a new game and you'll access the Level Select Menu.

Oddworld: Abe's Exoddus

Level Select:

At the Main Menu hold **R1**, then press **Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right**.

View all FMVs:

At the Main Menu hold **R1**, then press **Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right**.

Invincibility:

While playing a game, hold **R1**, then press **Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X**.

Next Section Warp

During the game, hold the **R1** button and press **Circle, Circle, X, X, Square, Square**.

This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

O.D.T.

Many Cheat Codes

Press **Start** to pause the game in the middle of play and enter these codes for the results shown:

Fill Health:

Left, Right, Left, Right, Square

Fill Mana:

Left, Right, Left, Right, Circle

Fill Ammo:

Left, Right, Up, Down, Circle, Square

Power-Up Weapons:

R1, L1, R2, L2, Left, Right, Up, Down

Raise Abilities:

Square, Circle, Triangle, Select, Left

Fill Experience:

Circle, Square, L1, L2, R1, Select

Turn Off Monster Energy:

Triangle, Square, Circle, Triangle, Circle

50 Lives:

Triangle, Up, Circle, Right, Select, Square

Raise Level for Each Spell:

Down, Triangle, Select, L1, R1, Select

Pitfall 3D

Awesome Password Cheats

At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following:

GIVEMELIFE: Adds 10 lives to the next game launched.

PLAYMOVIES: Plays all movies.

PITFALLCOMIC: Plays all of the original comic-style cutscenes.

STEVECRANEME: Gives the player 99 lives

2DHARRY: Causes Harry to be displayed in 2D.

ZEROGHARRY: Causes Harry to float and twist in the game.

BIGHEADHARRY: Makes Harry's head really big

STOPTALKING: Turns off in-game quips.

CREDITS: Password to gain access to the Credits sequence

Special Credits Screen

Holding **R1** at the end of the last credit ("Thanks to Families" Screen) brings you to a Self-congratulatory Credit Screen.

Pocket Fighter

Play as Akuma and Dan

These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move **Left** of Ryu to find Akuma and move **Right** of Ken to find Dan.

Pool Hustler

Hidden Bowliard Mode

This trick will reveal the hidden "Bowliard" Mode

At the Title Screen, press **Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle**

Now go to the Main Menu Screen and you will see a new option in the middle called Bowliard, which combines the game of bowling and billiards.

R-Types

Game Cheats

Level Select

Highlight either the "R-Type" or "R-Type II" Options at the Title Screen. Quickly press **L2(L10), R2(L10)**. Begin gameplay and press **Start** to access the Stage Select and FMV sequences within the Menu Options. Choose your stage and then press **X** to begin.

Slow Down Ship

Pause gameplay in R-Type or R-Type II. Hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, X**.

Speed Up Ship

Pause gameplay in R-Type or R-Type II. Hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, Circle**.

Rally Cross 2

Multiple Codes

For all of the codes below, begin a new season.

Then input the codes at the Enter Name Screen. Note: The Tracks, Difficulties and Cars code doesn't unlock all of the tracks; you'll also need the individual track codes.

All Tracks, Difficulties and Cars -

moobmoob

Hillside Track - **bsirhc**

Dusty Road Track - **mit**

Rock Creek Track - **kcin**

Dry Humps Track - **cire**

Little Woods Track - **foster**

Frozen Trail Track - **nivek**

No Car Collision - **incorporeal**

Low Gravity - **airfilled**

High Gravity - **leadshot**

Restore Gravity - **mooney**

Lots o' Secrets

Start a new season and enter the following as your name to unlock the following cheats.

For all cars enter: **MOOBMOOB**

For veteran level tracks and cars enter:

PREVET

For pro level tracks and cars enter:

PREPRO

For all tracks and cars - Note: This will not

automatically unlock the Vapor or Radia cars.

This cheat also allows the game to start at the last race of the pro season with a large lead. Enter: **PREALL**

For Oasis track enter: **SISAO**

For Jungle track enter: **ELGNUJ**

For Little Woods track enter: **FOSTER**

For Frozen Trail track enter: **NIVEK**

For Dusty Road track enter: **MIT**

For Rock Creek track enter: **KCIN**

For Dry Humps track enter: **CIRE**

For Hillside track enter: **BSIRHC**

For low gravity enter: **AIRFILLED**

For original Rally Cross game physics enter:

LEADSHOT

To restore Rally Cross 2 game physics enter:

MOONEY

To disable collision detection enter:

INCORPOREAL

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

Enable Cheats

Press **L1 + R1 + R2 + Select** at same time when you first start the level.

Invulnerable

Press **L1 + R1** at same time, then press **Up, Down, Left, Right**.

Hornet's Nest

While stingers are selected, press **First**, you must enable the Cheat Mode. Press and hold **L1 + R1 + R2 + Select** in the middle of a game. Now enter this code after you have enabled the Cheat Mode (Don't pause the game):

Infinite Weapons -

Press and hold **L1 + R1**, then press **Up, Down, Up, R2**

Unlimited Jump -

Press **Circle, Square, R2, X, Triangle, R2**.

Play as Big Daddy -

Press **Triangle, Square, R2, X, Triangle, R2**.

Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the Character Select Screen.

Triangle + L2 + L1 + R1 + Left.

Hold these buttons until you see the text confirmation that it worked

Blow up the Earth

Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

S.C.A.R.S.

Cups, Cars and Modes

On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players.

On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.

Now move down and highlight the "Password" Option and enter one of these codes:

GLASSX - Activates the Crystal Cup

ROCKYY - Activates the Diamond Cup

ZDPEAK - Activates the Zenith Cup

XPRTS - Activates the Challenge Mode

DESERT - Activates the Scorpion Car

RATTLE - Activates the Cobra Car

RUNNER - Activates the Cheetah Car

MYSTER - Activates the Panther Car

ALLVID - Activates the Codes

Spyro the Dragon

99 Lives

In the middle of the game, press the Select

button and then press **Square (6x), Circle, Up, Circle, Left, Circle, Right, Circle, Start**. Then check your life counter and you will see that it has increased to 99!

Syphon Filter

Cheat Codes

Level Select

Pause the game, go into the Options Menu. Highlight the Select Mission option, then press and hold **Left + L1 + R1 + Select + Square + X**.

All weapons and ammunition:

Pause gameplay and highlight the "Weapons" Option. Hold **Right + L2 + R2 + Circle + Square + X** (in order). Note: Only the weapons normally available during the current level will become selectable.

Need For Speed High Stakes

Hidden Vehicles

1 Police Helicopter:

Enter the "Game Option" Screen and select the "User Name" Option. Then enter the word **WHIRLY** as your player name. The helicopter is for Test Drive Mode only.

2 Phantom car:

Enter the "Game Option" Screen and select the "User Name" Option. Then enter the word **FLASH** as your player name for the Phantom car.

3 Titan car:

Enter the "Game Option" Screen and select the "User Name" Option. Then enter the word **HOTROD** as your player name for the Titan car.



Side-Scrolling Shooters

Einhänder

Default Gunpod Weapons

Here is a method for you to begin the game with gunpod weapons. First, start the game and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use all of your lives. On the Continue Screen, let the counter go to zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

G Darius

Free Play

This method may take awhile, but it will gain you a way to get Free Play Mode! To do this, just play through the game multiple times and use up 100 credits in the process. After you do this, the next time you play, the text on the bottom of the screen will show that you have a Free Play! Now you can blow through the entire game without any worry of using up your continues!

R-Types

Game Cheats

These tricks will give you three more options to enhance the game and give you the edge.

Level Select

Highlight either the "R-Type" or "R-Type II" Options at the Title Screen. Quickly press L2(10), R2(10). Begin gameplay and press Start to access the Stage Select and FMV sequences within the Menu.

Options. Choose your stage and then press X to begin. With this code, you will start the game in your selected stage.

Slow Down Ship

Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

Speed Up Ship

Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Tai Fu: Wrath of the Tiger

Debug Menu

Start a game and finish any level to access the Map Screen. While there, press **Select+L1+L2+R1+R2** to open the Debug Mode. Now you can choose any starting level in the game!

Tenchu: Stealth Assassins

Debug Menu

While playing the game, press the **Start** button to pause.

While the game is paused, hold **L1+R2**. While holding **L1** and **R2** press **Up, Triangle, Down, X, Left, Square, Right, Circle**. Then release **L1** and **R2** and then press **L1, R1, L2** and **R2**. Now press **Start** and immediately press **L2+R2** both at the same time.

If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

Test Drive 5

Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race Option, choose the Drag Race and get a good time that will get you a high score. Once you finish the race, exit the game and choose "Quit." On the High Score Screen, enter your name as **NOLIFE**.

This will get you three bonus cars: Chris' Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name, **VRSIX**. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase Option. Now you can choose from four different types of police cars. In this mode, your object is to arrest as many lawbreakers as possible, while gaining points along the way. Use the **R2** button to use your siren and disable your enemies by running into them.

More Cars and All Tracks

These codes will give you access to the rest of the cars and all of the hidden tracks! To do this, you have to get a high score and enter one of the names shown below on the Name Entry Screen. The easiest way to do this is to select Drag Race from the Race Type Screen and get a high score. Enter one of the names below for various results:

RONE - for access to more cars
MTHREE - for half of the tracks
NTHREE - for the other half of the tracks

Test Drive: Off-Road 2

Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold **Select** and enter the following button sequences:

Drive as a school bus: **L1, Up, L2, Down, Down, L2, L2, R2**

Drive as an ice cream truck: **R2, L2, L2, Down, Down, L2, L2, R1**

TOCA: Championship Racing

Many Cool Cheats

Access the "Enter Name" Screen. Use one of the codes listed below when naming your driver, then the game will announce, "Cheat Mode enabled" and enter your name as normal.

JHAMMO - To access more tracks

CMLOCK - To lock tracks back up

PATSCREEM - To obtain TOCA Showdown, mirrored championship

CMNOHITS - Disable collision detection

CMSTARS - Staring Sky Mode

CMTOON - Cartoon background

CMDISCO - Volcanic track

CMCOPTER - Helicopter view

CMGARAGE - Bonus tank

CMCHUN - Go-kart Mode

CMLOGRAV - Low gravity

CMRAINUP - Reverse falling rain

XBOOSTME - Fast Mode, all cars driving faster

CMMICRO - Micro Machines Mode

CMDISCO - Gives multi-colored fog

Tai Fu: Wrath of the Tiger

Many Cheats

The following cheats are to be entered quickly at any time during gameplay (don't pause the game):

1 Enable Cheats - This code enables all of the following gameplay cheats - **R2, Triangle, R2, Triangle, Circle, X, Square**.

Full Chi Cheat - This code fills your chi bar - **R2, Triangle, R2, Left, Right, Square**.

2 Invulnerable Cheat - This code will make the player invincible to enemies - **R2, Triangle, R2, Left, Right, R2**.

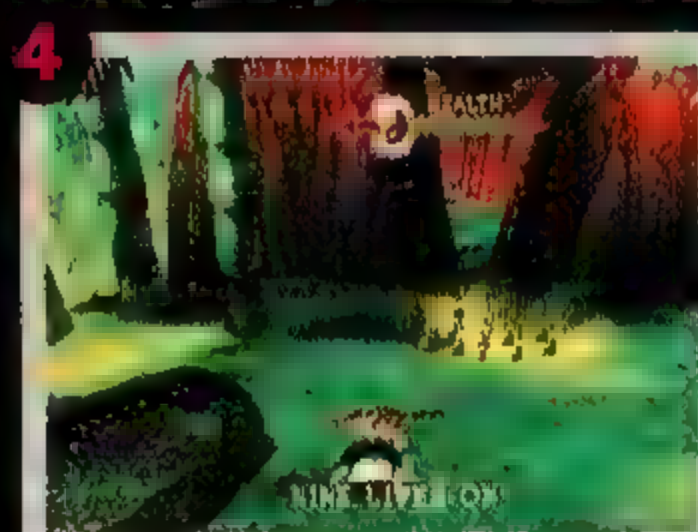
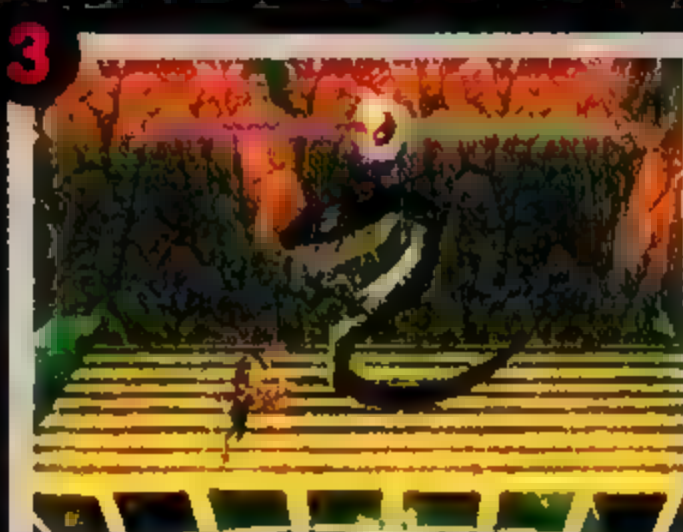
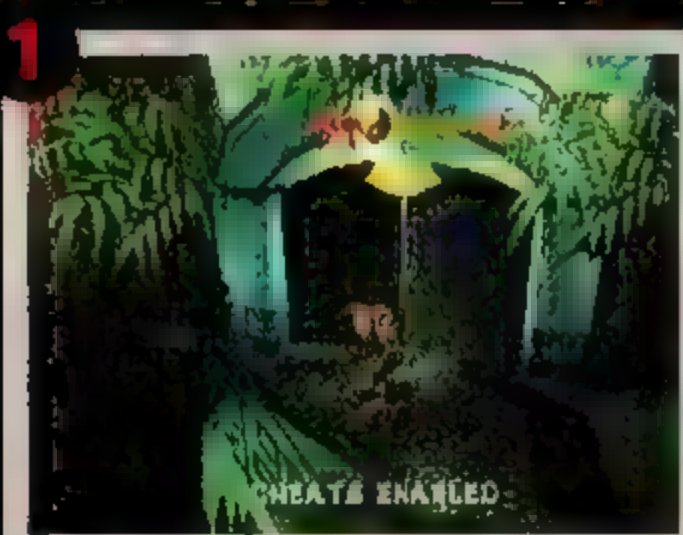
3 Double Size Enemies Cheat - This code will make all enemies appear twice their normal size - **R2, Triangle, R2, Left, Right, Up**.

Half Size Enemies Cheat - This code will make all enemies appear half their normal size - **R2, Triangle, R2, Left, Right, Down**.

4 Nine Lives Cheat - No matter how many times you are killed, you will always have nine lives - **R2, Triangle, R2, Left, Right, X**.

All Styles Cheat - This code will give you all fighting styles - **R2, Triangle, R2, Left, Right, Triangle**.

Full Health Cheat - This code will give you full health at any time in the game - **R2, Triangle, R2, Left, Right, Circle**.



Tomb Raider II

Game Cheats

Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.

Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (**Up+Square**, then **Circle**).

All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick correctly.

Self-Destruct: Step forward, step backward, turn around three times, then jump any direction.

Tomb Raider III

Incredible Cheats, Secrets and Level Skip

In the middle of the game without pausing, enter any of these cheats as shown:

All Weapons - **L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, R2**. You will hear a scream.

Fill Energy: **R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2**. You will hear her grunt.

Level Skip: **L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, L2**. Lara says, "No."

All Secrets (access All Hallows): **L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, R2, L2, L2**. Lara will sigh.

Gives You Race Key at Lara's House: **R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2**. Lara says, "No."

Triple Play 99

In-Game Cheats

Press and hold **L1+L2+R1+R2** while doing each code. Enter any of these when in the game:

Cheat Home run: **Triangle, Square, Triangle, Circle, X, Square, Left, Right**
Cheat Strike Out: **Up, Down, Triangle, Square, Triangle, Circle, X, Square**
Cheat Crowd Comment: **Up, Triangle, Down, X**

Cheat Weather Comment: **X, Down, Triangle, Up**

Cheat Sponsor Comment: **Left, Square, Right, Circle**

Cheat Stadium Info: **Down, X, Right, Circle**

Cheat Crowd Applause: **Triangle, Up, Up, Triangle**

Cheat Crowd Cheer: **Square, Left, Left, Square**

Avenging Spirit Expert Level

At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start.

Boomer's Adventure in Asmik World Stage Select

For your password, enter ANCIENT. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2 Extra Puzzles

For your password, put in > 5 > V. Press Start to get to the Stage Select Screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select Exit or it will not work.

Bust-A-Move 2: Arcade Ed. Extra Puzzles

Press A, Up, B, and Down on the Title Screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

Castlevania: The Adventure Secret 1-Up

This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

Hidden Rooms

Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

Castlevania II Extra Lives

In the beginning of the game go to the Password Option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select

In the beginning of the game go to the Password Option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password

Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, heart, candle and heart in the boxes and you will be in the room with the final Boss, Dracula!

Contra: The Alien Wars Level Four on Easy Mode

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press Start. On the Password Screen, enter the code 211N. You will be sent to the fourth level of Easy Mode with this trick.

Cosmo Tank Sound Test

On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the message "Sound Test 01" will appear

Daedalian Opus Stage Select

For your password, input "ZEAL."

Dead Heat Scramble Stage Select

On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

Donkey Kong Land 2 40 Banana Coins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.

All Kremcoins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.

Extra Lives

On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime if you did this correctly.

Donkey Kong Land 3 Bonus Stage

Go to the Cape Codswallop's level "Total Rekoil." When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 01 to 10 Warp

When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

Level 10 to 20 Warp

As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Final Fantasy Legend Sound Test

To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down + Select + A for around five seconds or more.

Final Fantasy Legend II Sound Test

On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

Game Boy Camera Hidden Game

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Go Go Tank

Seven Chances and Invincibility

On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen,

press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

Hunt For Red October

25 Lives

On the Map Screen, hold A and B, then press Select, Up and Down.

25 Missiles

On the Map Screen, hold A and B, then press Up and Down.

Stage Select

On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

Hyper Lode Runner

Advanced Players Stage Select

After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

Jurassic Park

Stage Skip

At the Title Screen, when the T-Rex has its mouth open, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence, and you will hear an explosion. Begin your game, press Start, and then press Select to skip to the next stage.

Kirby's Dream Land Special Config. Mode

At the Title Screen, press and hold Down + B + Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

Secret Bonus Game

On the Title Screen, hold Up + A + Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land Fight Only Bosses

At the Title Screen, press Right + Select + A + B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!

Play Bonus Games

At the Title Screen, press Left + B + Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

Lion King Stage Skip

While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

Men In Black

Levitate Code

From the Command Center, highlight and enter the Access Codes Option. Now put in the password: 0601. The screen will say "ERROR." Press Start and you'll go back to the Command Center.

Begin your game and while you're standing, press and hold Select + Up to float into the air. While in the air press Left or Right to move.

Acquire the Noisy Cricket Gun

After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that'll knock you back if you stand still!

Skip Stages

Put in the password: 2409 and then begin a new game. To skip to the next level, press Start to pause and then press Select.

Mercenary Force

Level Select and Extra Starting Money

For extra starting money, go to the Title Screen, hold Up, Select, A and B, then press Start. For a stage select, enter the 50,000 yen code, then press Start. When "Round 1"

appears, hold Right, and press Start the number of times equal to the number of stages you wish to skip.

Montezuma's Return Cool Codes

For unlimited lives, enter the code: ELEPHANT.

To pass through doors without unlocking them, enter the code: SUNSHINE.

Mortal Kombat Play As Goro

You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up + Left + Select + A until the Title Screen appears. Let go of all the buttons, and then press Start.

Motocross Maniacs Hidden Power-Ups

Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

Mysterium Many Codes

Quick Continue:

Lose all your lives and continue, then take the Iron and drop it in the Pool of Fire to get the Glass Key. Go down the passage and use the key to open the door. Continue down the passage to find the Vitrolk. Pick it up and use it to be warped back to where you were before you were defeated.

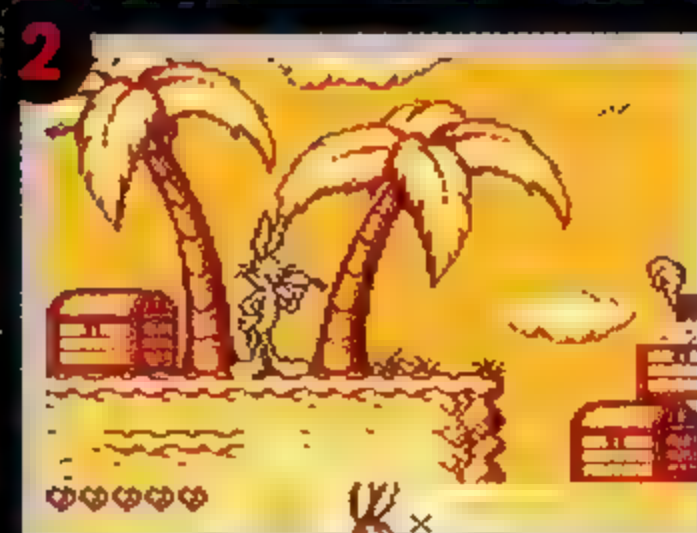
Level Drop:

Call up the Map, then press B, Select and Down simultaneously. This allows you to drop down a level from the level you are currently on.

Looney Tunes: Carrot Crazy

Level Skip

- 1 From the Main Menu Screen, access the Options. Now, enter the password: Taz, Elmer Fudd, Daffy Duck.
- 2 While playing the game, press Start to pause then press Select to skip to the next level.



Pass Key Plus:

Call up the Map, then press A, B, Left and Start simultaneously. When you check your inventory, you will have an item called the "Pass Key" which can open any door in the game. Drop it into a pool, and it will transform into a "Downlevl" which will allow you to drop down a level in the dungeon. Drop the "Downlevl" into a pool, and it will transform into an "Uplevel" which will allow you to transport up a level in the dungeon. Drop the "Uplevel" into a pool, and it will transform into a "Superpow" which makes you invincible to enemy fire.

Inventory Overload:
Call up the Map, then press B, Up and Select simultaneously.

**NBA Jam: Tournament Edition
Many Codes**

Always on Fire:
At the Tonight's Match-Up Screen, press Down, Right, Right, B, A, Left.

Super Dunks:
At the Tonight's Match-Up Screen, press Left, Right, A, B, B, A.

More Interceptions:
At the Tonight's Match-Up Screen, press Left, Left, Left, A, Right.

More Three Pointers:
At the Tonight's Match-Up Screen, press Up, Down, Left, Right, Left, Down, Up.

High Shots:
At the Tonight's Match-Up Screen, press Up, Down, Up, Down, Right, Up, A, A, A, Down.

Slippery Court:
At the Tonight's Match-Up Screen, press A, A, A, A, Right, Right, Right, Right, Right.

Legal Goal Tending:
At the Tonight's Match-Up Screen, press Right, Up, Down, Right, Down, Up.

Nemesis**Many Codes**

FULL OPTIONS PLUS: Start the game, then pause it by pressing Start. Now press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.

FULL SPEED AND SHIELDS: Start the game, then pause it by pressing Start. Now, press B five times, then A five times. This will work once per game.

FULL POWER DOWN: Start the game, then pause it by pressing Start. Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it'll take away your ship's accessories!

NO POWER-UPS: Start the game, then pause it by pressing Start. Press Up, Select, Down, Select, Left, Select, Right, and Select, then repeat this sequence twice more. Use this code only for added challenge; it prevents you from powering up your ship!

NFL Blitz**Blitz Codes**

From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:

No Fumbles:

Start, Start, Start, Start, B, B, A, A, Down

Infinite Turbos:

Start, Start, Start, Start, Start, B, A, A, A, A, Up

Night Game:

Start, Start, B, B, A, A, Right

No Pointer:

Start, Start, Start, B, B, B, A, A, Left

Invisible Receiver:

Start, Start, Start, Start, B, B, B, A, A, Up

Off-Road Challenge**Hidden Vehicles**

On the Vehicle Select screen, press the following buttons to display some hidden vehicles:

Right-C: The Crusher

Up-C: Toyota 4x4 Monster

Left-C: Thunder Bolt

Down-C: The Punisher

Pac-Man**Full Screen**

At the Title Screen, press Right or Left to

make a "half" sign appear to the right of Player One. Now press Start to see the entire length of the level.

Pocket Bomberman**All Power-ups and Area Passwords**

Enter the password 5656 to start with all power-ups.

Area Passwords:

Forest World
Area 1 - 7693
Area 2 - 3905
Area 3 - 2438
Area 4 - 8261
Area 5: Boss - 1893

Ocean World
Area 1 - 2805
Area 2 - 9271
Area 3 - 1354
Area 4 - 4915
Area 5: Boss - 8649

Wind World
Area 1 - 0238
Area 2 - 5943
Area 3 - 6045
Area 4 - 2850
Area 5 Boss - 8146

Cloud World
Area 1 - 9156
Area 2 - 2715
Area 3 - 4707
Area 4 - 7046
Area 5: Boss - 0687

Evil World
Area 1 - 3725
Area 2 - 0157
Area 3 - 5826
Area 4 - 9587
Area 5: Boss - 3752

Power Mission**Super Strong Fleet**

Choose your fleet formation and end your turn. Do not carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it is your turn to move, your fleet will be fully built up. This will allow you to power up your fleet to 99 Hit Points at any point in the game. It also gives you unlimited movement unless the vessel is in shallow water. This enables you to surround and destroy the enemy flagship in two turns.

R-Type**Sketch Program**

On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A button, and erase with the B button.

Samurai Shodown**Bonus Samurai**

During the Intro Screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the Player Select Screen.

Shanghai**Special Modes**

Begin and press Select to pull up the Options Menu. Select "New Game" and push A. You can enter in three letters.

ZAP - Adds a zapping sound effect to a game.

STF - Allows you to view the credits

MAN - Makes fewer tiles for an easier game.

REV - For a game where all the tiles are reversed. When you select a tile it turns over. You must remember where the tiles are to find matches.

Spanky's Quest**Stage Select and Sound Test**

For your password, enter "0 1 1 9," and the Stage Select Screen will appear. Press Up or Down to choose the desired stage, then press Start to begin.

For your password, enter "0 1 1 7" and the Sound Test Screen will appear.

Spud's Adventure**Stage Select**

For your password, enter "BANCHO." The message "Map Select 000" will appear. Press Down to change the number. Press Start to begin in the desired area.

Super Mario Land 2:**Six Golden Coins****Easy Mode and Play the Demo**

On the Title Screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish. This next code will let you play the demo. When the Title Screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset

Teenage Mutant Ninja Turtles**Restore Energy**

At any point in the game press: Up, Up, Down Down, Left, Right, Left, Right, B and A to fill up your energy supply.

Teenage Mutant Ninja Turtles:**Fall of the Foot Clan****Life Power-Up and Practice****Bonus Games**

When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start. On the Title Screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "5" on the Stage Select Screen. Select this question mark to practice the bonus games.

Terminator 2: Judgement Day**Slow Down the Time**

In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the Select button to slow the timer down.

Tetris Blast**Fight 2 Mode**

On the Title Screen, press B five times then press Start.

Tiny Toon Adventures**Practice Bonus Games**

To practice bonus games before jumping into the action, hold Down and the B button and press Start at the Main Menu.

Turok 2: Seeds of Evil**Weapons, Level Skip, etc.**

From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results as shown:

DLVTRKBLVL - Skip Levels

DLVTRKBWPS - All Weapons

DLVTRKBNRG - Infinite Energy

DLVTRKBLVS - Infinite Lives

DLVTRKBBRD - Bird Mode

Wario Blast**Special Passwords**

6565 - Play a special battle mode with Wario

5656 - Allows player to use Bomberman as the main character.

2264 - Start game with a powered-up Wario.

4622 - Start game with a powered-up Bomberman.

Wizards and Warriors X:**Fortress of Fear****Six Extra Players**

Play one game. When the game is over, enter your initials as letter W, a Heart, then the letter W. Press Start to begin a new game with six lives.

Zelda: Link's Awakening DX**Alternate Music**

To change the background music at the File Selection Screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

**GameShark
CODES****Caesar's Palace****GameShark Codes**

Infinite Money:

01ffd8co

01ffdaco

01ffdcco

01ffdedo

Cold Shadow**GameShark Codes**

Infinite Ammo:

010925de

Infinite Lives:

01051fde

Duck Tales 2**GameShark Codes**

Infinite Energy:

010811c9

Infinite Lives:

010312c9

F-1 Race**GameShark Codes**

Infinite Turbo:

01309ac3

Final Fantasy Legends**GameShark Codes**

Infinite Money:

01998fcc

01998ecc

01998dcc

King of the Ring**GameShark Codes**

Infinite Health:

01c0dec3

Kingdom Crusade**GameShark Codes**

Infinite Health:

01ff1cdo

NBA Jam T.E.**GameShark Codes**

Team 1 Scores 0:

010079d5

Team 1 Scores 50:

019679d5

Team 2 Scores 0:

01007bd5

Team 2 Scores 50:

01967bd5

Pokémon**GameShark Codes**

Note: Leave "Switch" off until in the Game and Shut it "Off" before saving!

Infinite First Item:

01631fd3

Infinite First Spell:

01282ddo

Infinite Fourth Item:

016325d3

Infinite Fourth Spell:

012830do

Infinite Second Item:

016321d3

Infinite Second Spell:

01282edo

Infinite Third Item:

016323d3

Infinite Third Spell:

01282fdo

Ring Rage**GameShark Codes**

Infinite Health P1:

01209dco

Tetris Plus**GameShark Codes**

Always Get Straight Pieces:

010486c6

TINY**GameShark Codes**

Infinite Health:

010981c9

Turrican**GameShark Codes**

Infinite Bullets:

0103fec4

Infinite Buzzsaws:

0103c3c5

Infinite Grenades:

010301c5

Infinite Lives:

0103ddc5

Infinite Powerline:

010304c5

Volleyball**GameShark Codes**

Team 1 Never Wins:

01001fca

010020c1

Team 2 Never Wins.

010025c1

010026c1



Playing Tactics, Team Scouting

XG Strategy
by Nelson Taruc

Although MLB 2000 boasts of its "new start" for the 21st century, the gameplay engine is very similar to last year's version—a good thing, since MLB 99 was built rather solidly to begin with.

New to MLB 2000 are various managing modes such as drafts and free-agent trades. There's also a play-as-manager mode, but the only people playing that are those who don't need to learn new baseball strategies.

The game also boasts new player polygon models, as well as more motion-captured animations and an improved two-man announcing booth.

In any case, if you're familiar with MLB 99, you'll be able to get familiar with this year's version rapidly. This Quick Hit strategy is geared toward newcomers looking for any help to become better acquainted with the pitching, batting and fielding aspects. There's also a scouting report that lists all superstars by team and position.

Database

time to complete	two weeks
best feature	Total Control Batting
overrated feature	Total Control Fielding
toughest feature	controlling baserunners
biggest challenge	All-Star batting cursor sizes
system	PlayStation
publisher	989 Studios
developer	989 Sports

Motion Capturing with Mo...



The California Angels' Mo Vaughn got motion-captured for MLB 2000 as part of this year's duties as the game's "face on the box." I wonder if his cooperation helped him get that top-ranked (99) player rating...

Fielding Tips

Here are a couple notes on how to thrive on defense:



1 The most important button in the game, at least from a fielding standpoint, is the **Circle** button—the speed boost. Use it on every hit. This'll help chase down foul balls. In rare cases, an outfielder can charge a weak base hit with the speed boost, and even throw out the runner at first—hardly realistic, but an out's an out...



2 Some of the most frustrating hits are weak grounders through the pitcher, since he's usually out of position when the ball's hit. Even worse, the computer will switch default control to an infielder. When this happens, use **Square** to switch to the player closest to the ball, and charge the ball with **Circle**.

3 On a grounder to first, it's possible for the first baseman to run onto the bag and make the play himself. But beware: The collision animation between fielders could happen if your pitcher gets there before you do.

4 On an unreachable base hit to the deep outfield, the ball moves fast. Avoid moving left or right to try cutting off the ball—you'll never reach it. Run diagonally back to the point where the ball looks like it'll hit the wall.

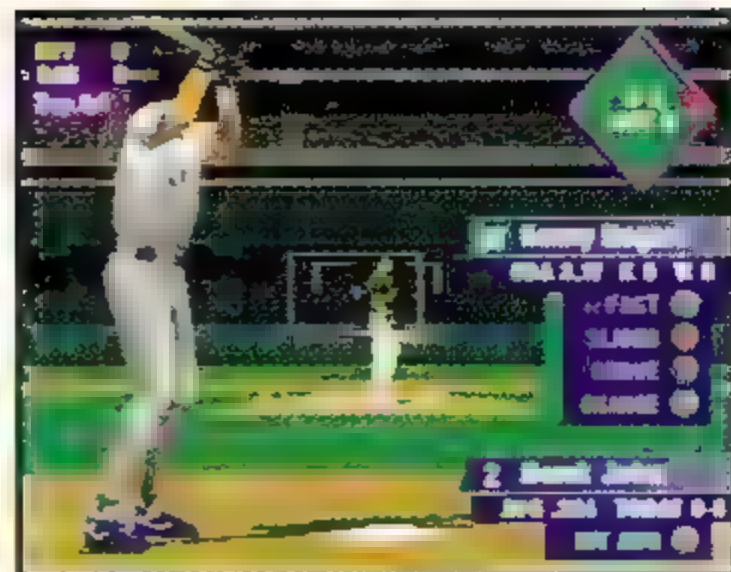
Hitting Tips

1 The Total Control Batting feature (unlike the ornamental Total Control Fielding button), is one of the most essential tools needed to succeed in MLB 2000. Hold down **L2**, then use the D-pad and buttons to guess pitch and location. Guessing right ensures contact with the ball on a well-timed swing; guessing wrong means a shrunken batting cursor. The reason to use it is because it offers advance warning of the type of pitch to expect.

2 The "power" switch is a nifty little trick. Simply put, always bat with the default set to power (press **Square** to switch) while using Total Control Batting. If you guess the pitch correctly, the sweet target cursor will appear, and you're set. If the cursor shrinks, you'll know you got the wrong pitch, then you can quickly press **Square** to return to contact hitting if you need to make the batting cursor larger, which helps negate the effects of the mispredicted pitch.

3 Don't forget that if you guess a pitch, you're not guaranteed contact. You still have to time the swing, and direct the ball's path. To pop it up deep, press **Up** on the D-pad, to ground it, press **Down**. To pull the ball into a gap or down the line, press **Left** or **Right** before hitting it. It'll take practice to get the right touch on the D-pad.

5 Some of the best solidly hit balls are those when the batting cursor winds up directly left or right of its center. Since the cursor is on an even level with the ball, it winds up a fast line drive. Plus, since it's off to the left or right of center, the ball usually goes through a gap in the infield.



Try to guess one pitch and location consistently, rather than mixing it up. I prefer the high fastball, which when guessed, paves the way for an easy home run opportunity.



4 You can get some decent base hits if a pitcher plans to pitch to a corner and you force the batting cursor as far out of the strike zone as possible. When "unhittable" pitches drift out of the strike zone, they can come into the part of the batting outside the strike zone, resulting in surprise base hits.

Pitching Tips

1 The hardest difficulty levels tend to juice up power hitters, which translates into more home runs against you. This makes the fastball one of the worst pitches to throw, especially if in the strike zone, and especially if hurled by a subpar or tired pitcher. Seriously consider walking power hitters or painting the corners. Tend to avoid low pitches, which seem most vulnerable to home run power. Against humans, check to see if they've selected power hitting—it acts as sort of advance warning to the pitcher to avoid fat pitches.

2 At the hardest difficulty levels, patterns have no effect on computer batters. The computer keeps tally of locations and types of pitches thrown, so if you always start off with a change-up on the inside corner, it'll be the kiss of death. Never throw the same first pitch twice, and mix up speeds by holding down the **X** button for velocity. It seems that greater success at the toughest difficulty levels is helped by throwing some just-outside pitches, which keeps the patterns unpredictable even though it ups the pitch count.



The curve ball is perhaps the best pitch in the game, simply for its movement, followed by the slider or change-up. The fast ball is good for any pitcher who can throw it in the high 90s, but it's way too easy to hit, whether it's against humans or the computer.

3 At the easier difficulty levels, the computer is susceptible to patterns. One of the most effective minipatterns is following a fastball or curve with a change-up in the exact same location. Another minipattern is the "four corners" approach: Throw a different pitch as you move clockwise around the strike zone's corners. On the next batter, reverse directions and pitch order. Never throw anything that's in the middle of the strike zone.



Commentary for the Year 2000: Broadcasters Vin Scully (left) and Dave Campbell bring the play-by-play to this game. Although not as chatty as Triple Play 2000's duo, Scully and Campbell sound good together.

Superstar Team Scouting Reports

The chart below serves multiple uses. It shows the breakdown of "star-quality" players (defined as players with an overall rating of 90 or above) by team: from the Cleveland Indians with the most players at 12, to the Pittsburgh Pirates at one.

In addition, the "star-quality" players are broken down by position: multiple circles show multiple players at that position. If you're creating a player or in Spring Training, use this chart to see what positions need to be filled with talent for the team you want to play. Bottom line: Don't replace your player with an All-Star unless you think you can play better.

This chart also serves as a hitting scouting report. In general, any circle shown in a fielder position (any position but pitcher) generally indicates that a good hitter plays there. Any fielder position that's red means they're a world-class hitter. Since Vin Scully announces the position of each batter, you can use this chart to learn what batters to be careful with—if you're not familiar with the players already.

With the "superstar" batters, it might even be worthwhile intentionally walking them—especially at the harder difficulties—because any strike can turn into a cheap homer.



Key to Chart: "Total" refers to each team's number of players with an overall rating of 90 or more, then broken down by position. A red color means top-rated (99) players.

Team	Total	SP	RP	1B	2B	SS	3B	C	LF	CF	RF	DH
Arizona Diamondbacks	6	•••					•			•	•	
Atlanta Braves	10	•••	•	•	•		•	•	•	•		
Baltimore Orioles	5	•		•			•		•	•		
Boston Red Sox	5	••				•	••					
California Angels	6	•	•	•					•	•	•	
Chicago Cubs	5	•	•	•					•		•	
Chicago White Sox	1			•								
Cincinnati Reds	4	••				•			•			
Cleveland Indians	12	•••	•	•	•	•	•	•	•	•	•	
Colorado Rockies	4				•		•		•		•	
Team	Total	SP	RP	1B	2B	SS	3B	C	LF	CF	RF	DH
Detroit Tigers	4			•	•		•		•			
Florida Marlins	2	•								•		
Houston Astros	7	•	•	•	•		•		•		•	
Kansas City Royals	2	•	•									
Los Angeles Dodgers	6	•	•	•				•	•		•	
Milwaukee Brewers	3				•					•	•	
Minnesota Twins	4	•	•		•		•					
New York Mets	6	•	•	•			•	•			•	
New York Yankees	11	•••	•	•	•	•	•			•	•	•
Oakland A's	5	•	•	•							•	•
Team	Total	SP	RP	1B	2B	SS	3B	C	LF	CF	RF	DH
Philadelphia Phillies	4	•					•		•			•
Pittsburgh Pirates	1					•						
St. Louis Cardinals	3		•	•					•			
San Francisco Giants	5	•	•	•					•		•	
Seattle Mariners	4			•		•				•	•	
Tampa Bay Devil Rays	4	•		•					•		•	
Texas Rangers	8	•	•	•			•	•	•	•	•	
Toronto Blue Jays	4	••								•	•	

Running Tip

Controlling the base runners is perhaps the most dicey of prospects in MLB 2000. Simply stated, if you forget about them, they'll run like lemmings to the next base regardless of what's going on. As a general rule, press **Circle** immediately after every pop-up, until you're sure the ball will fall for a hit. Then press **Square** to advance runners—especially if they're on a force.



The most frustrating baserunning scenario is if you can't tell until the last-second whether a ball's going to drop or not. Try rocking between the **Circle** and **Square** buttons to keep baserunners in a "holding" pattern. In some cases, a force out is unavoidable, but it's always worse to advance runners on a fly ball only to get picked on a double play, than it is to give up a force.

Key Spring Training Notes

Spring Training in MLB 2000 is virtually identical to its debut in MLB 99. Essentially, the goal is to get a custom-made player into the major leagues by making a strong individual performance in the two- or six-game spring season. Here are some key strategies to help in that quest:



1. Make sure to alter the batting lineups to put your player at or near the top of the batting order, which should give him an extra at-bat in a game—players earn points with hits and RBIs.
2. Winning isn't everything: If you win a game but play poorly, you earn nothing for the "team" effort.
3. When hitting, stick to average hitting power, which keeps the batting target large. Keep hits on the ground (aim the crosshairs above the pitch's location); pop-ups are easier to field.
4. Play the longer six-game season.



Taking Cover: Although Mo Vaughn graces the cover of MLB 2000, seven other major leaguers were motion-captured for the game: the White Sox's Ray Durham and Benji Gil, the Giants' Shawn Estes, the Rockies' Darryl Hamilton and Darryl Kile, the Reds' Brett Tomko, and the Diamondbacks' Karim Garcia.

All Fighters and Combos

XG Strategy
by Scott Augustyn

When the first Bloody Roar came out awhile back, the game was regarded as somewhat original with its new combat engine and, of course, the animals.

The sequel is being released now with a similar look but a few new faces and a bunch of new moves and abilities have been added.

Now the Beast Mode will dramatically change the way you battle. While in Beast Mode, you will slowly recover your health and will be able to pull off some enormously strong combos. Mastering the Beast Mode means mastering the game. There are, of course, new secrets to find and there is a pretty good Custom Mode where you can change some of the fighting mechanics in the game.

All in all it's a good fighter with a good engine running it.

Database

time to complete 1 1/2 hour per char.
challenge variable
best fighter Shen Long
best rage move Busuzima
system PlayStation
publisher Sony
developer Hudson



The Different Kinds of Blocks

There are two different kinds of blocks in the game: the Light and Heavy Guard. The difference between the two is subtle but it can be important in a heated multiplayer battle.

The Light Guard is performed automatically by letting the computer block your attacks. This is done by not pressing anything after being hit. Some of its advantages are a quick recovery time and an easy use. With the speed of the recovery from this block, you can usually counterattack. Unfortunately, you cannot block the Heavy Guard break attacks.

The Heavy Guard is a more traditional type of guard. To execute this one, you will need to press in the opposite direction of the incoming attack (similar to just about every fighting game since Street Fighter II). This guard does not have the quick recovery time the Light

Guard has. In fact, you won't be able to counter-attack quick enough to hit them, but you'll be safe from all the guard break attacks.

You will need to use both of these to fight effectively against another player, so take some time to learn when and where to use them.



To use the quick Light Guard you don't need to press anything, but to use the slower and stronger Heavy Guard, you need to hold back or press and hold the R1 button.



The Juggle Factor

One of the most frustrating, but also most lethal, keys to BR2 is the tremendous amount of juggle combos present in the game. Even normal hits can launch your opponent into the air, leaving him/her open for a series of hits that will just tack on the damage. This is a central point to the game. Learn it quickly, so you will know how to get out of dangerous juggles as soon as possible.

When you are on the delivering side of a juggle, remember to pop him/her up as soon as possible so his/her ability to counterattack is diminished. Also, for most characters, punches will keep your opponent almost suspended in midair while you pummel him/her. Kicks will do more damage in most cases but they can also end the juggle. Another great tactic for effective juggles is to perform them while the foe is either backed against the wall or in a corner. He/she will juggle a little better, and you should be able to get more hits in.

When you are being hit by a juggle

try to break out of it as quickly as possible. In order to do this you will need to quickly press both the Punch and Kick buttons at the same time. This will flip you out of the fall, but you will still need to block in midair so as not to get back into the combo.



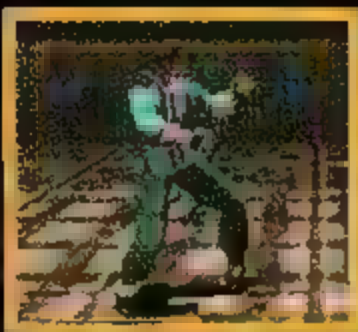
Juggles are your main tool for dealing out massive damage. Try to start them with the opponent against the wall for extra hits.



Any SECRETS?

A special fourth costume for each fighter:
To get these special outfits you need to beat the Arcade Mode with each of the characters.

Once you do this, you can access the new costumes by pressing the Start button on the Character Select Screen.



To access Gado:

Access this character by beating the Arcade Mode. You can continue through the game if you have to.

The special battle with Shen Long:

To reach this challenge, you will need to play the Arcade Mode and win every fight without continuing. After the battle with Gado you will fight Shen Long.



There are a fairly large amount of secrets scattered throughout the game. Most of them have to be earned, and three are used only by pressing certain button combinations. Here are the secrets that are known at the time of this issue's release:

To access Shen Long:

You need to first reach the special battle stage where you fight him (play through Arcade Mode without continuing). Then you must beat Shen Long without continuing.

Pictures:

To get all the pictures for the game play through the Story and Arcade Mode with every single character. You may also need lose at least once with each character to get his/her losing picture open.

To get the ending movies:

To get the first ending you will need to beat the Arcade Mode or Story Mode without continuing. The second ending is achieved in pretty much the same way: Beat the Story Mode without continuing. However, you can also beat the Arcade Mode using only one continue. That will still open up the ending.

To get a pause screen without the Menu Options:

Just press the R2 button when the game is paused and the menu will disappear until you decide to release the R2 button.

To get an afterimage victory:

When you win the final round and the game is showing the replay, hold down the Punch, Kick and Beast buttons, and the replay and final stance will be down in the Afterimage Mode. The game will return to normal as soon as you release the buttons.

To play the Extra Hard mode:

Hold down all the L and R buttons while you are selecting the mode you want to play in. The timer will be in red instead of blue if you have done it correctly. Be warned though, this mode is insanely hard to play.



In the Extra Hard Mode the difficulty won't make any difference. The computer is fierce and cheap.

Human Facing Forward

Low Knuckle ◀▶+⊙
Sway Back ▶▶+⊙
Heel Drop ▶▶+×
Spin Kick ▶▶+×
Ground Reverse Sweep ▶▶+×
Turn Upper ▶▶+▶+⊙
Tackle Dash, ⊙
Sliding Kick Dash, ×
Climb Upper Lie down, ⊙

Human Facing Backward

Turn Sideswipe ⊙
Straight Upper ▶▶+⊙
Reverse Roundhouse ×
Turn Shin Kick ▶▶+×

Human Air Moves

Leaping Punch ▶▶+⊙
Leaping Spin Kick ▶▶+×

Human Throws

Fallen Shoulder Throw ⊙+× or R1+⊙
Head-to-Knee Smash ▶▶+⊙+× or ▶▶+
R1+⊙ (opponent crouching)

Waist-Lock Body Slam ⊙+× or R1+⊙
(facing opponent's back)

Beast Facing Forward

Ground Slash ▶▶+⊙
Wolf Knuckle ▶▶+⊙
Wild Pounce ▶▶+▶+⊙
Spiral Fall Dash, ⊙
Spiral Crawl Lie down, ⊙

Beast Facing Backward

Overhead Slash ⊙
Wolf Retreat ▶▶+⊙

Beast Air Moves

Round Flip Kick ▶ or ▶▶+⊙

Wolf Flip Kick

▶▶+⊙

Beast Throws

Fallen Shoulder Throw ⊙+× or R1+⊙
Head-to-Knee Smash ▶▶+⊙+× or ▶▶+
R1+⊙ (opponent crouching)
Waist-Lock Body Slam ⊙+× or R1+⊙
(facing opponent's back)

Command Attacks

Watsu Body Upper ▶▶▶+⊙, ▶▶+⊙
Watsu... ▶▶▶... (follow-ups below)
▶▶+⊙, ▶▶+×, ▶▶+⊙

Final Shuttle Shoot

Silver Wolf Knuckle ▶▶+▶+×
Wild Eclipse ▶▶+▶+×
Wolf Fang Ripper ▶▶+▶+⊙ (throw)
Meteor Crash ▶▶+▶+⊙ or ⊙ or ⊙ (near and w/back to wall)

YUGO COMBINATION MOVES

Human Combination Attacks

Standing Lock ⊙⊙⊙
Knuckle Twin Kick ⊙⊙×
Knuckle Low & Sway In ⊙⊙, ▶▶+×, ▶▶+⊙
Dragon Finish... ▶▶+▶+×
(...Punch Combo) ⊙, ▶▶+×, ▶▶+⊙
(...Kick Combo) ×
(...Straight Combo) ▶▶+⊙

(...Hook Combo)

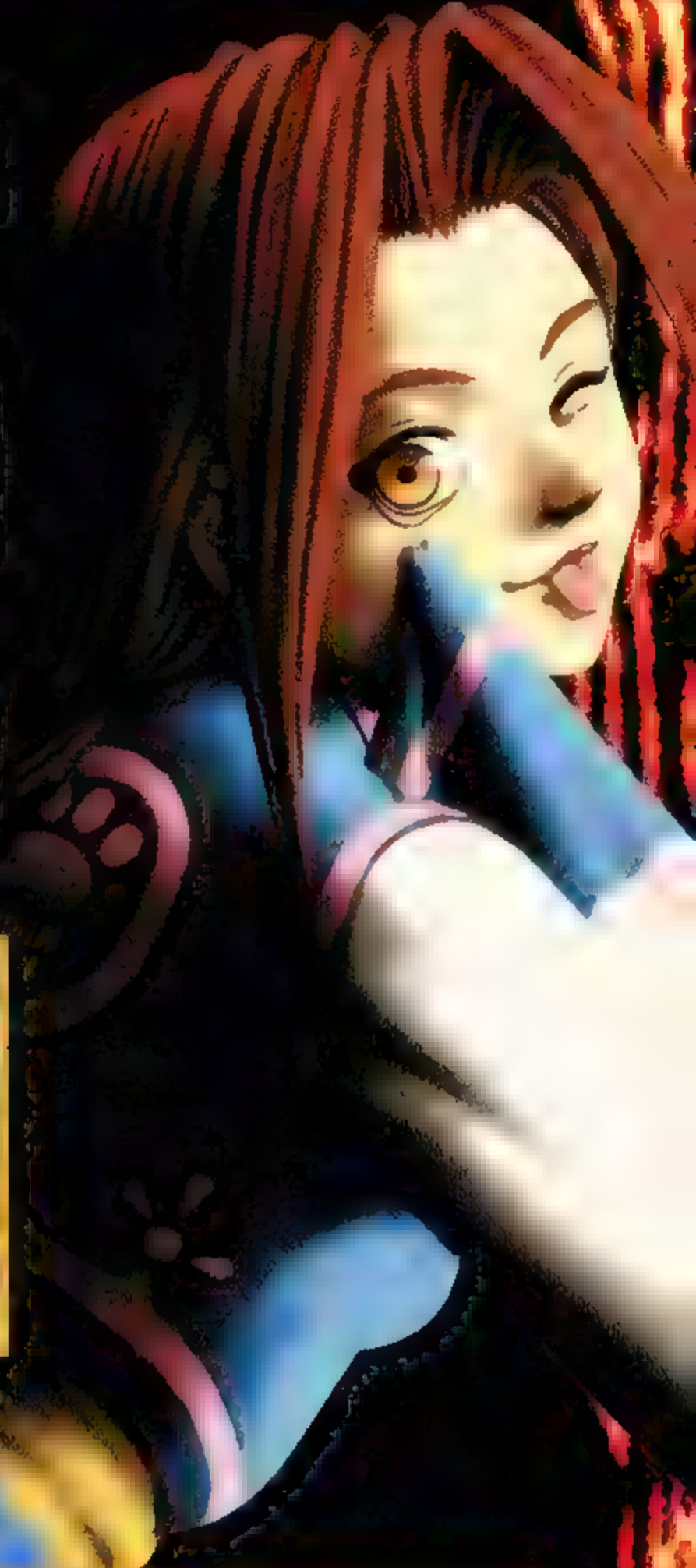
(...Sway In Combo) ▶▶+⊙
(...Blow Combo) ▶▶+⊙
(...Crescent Combo) ▶▶+⊙
Dragon & Blow ▶▶+⊙, ▶▶+⊙
Sway Back ▶▶+⊙
Sway... ▶▶+⊙, ⊙⊙:
(...Punch Combo) ⊙
(...Crescent Combo) ⊙
(...Blow Combo) ▶▶+⊙
(...Crescent Combo) ▶▶+⊙
(...Hook Combo) ▶▶+⊙
(...Straight Combo) ▶▶+⊙
(...Sway In Combo) ▶▶+⊙
(Sway Back & Blow) ▶▶+⊙, ▶▶+⊙
(Sway Back & Watsu) ▶▶+⊙, ▶▶+
(Watsu...)

Machine Gun Upper

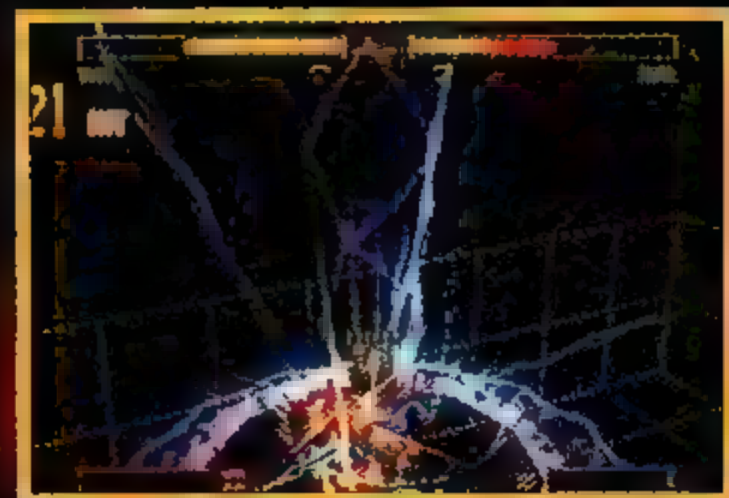
Spiral Kick ▶▶+⊙, ⊙⊙⊙
Low & Sway In ▶▶+⊙, ▶▶+⊙
Side Kick Twin ▶▶+⊙, ×
Heel Tusk Lie down, ××
Panther ▶▶+⊙, ⊙⊙

Beast Combination Attacks

Triple Slash ⊙⊙⊙
(Slash Flame Knuckle) ⊙⊙, ▶▶+⊙
(Slash Crescent) ⊙, ▶▶+⊙
Slash Dive ⊙, ▶▶+⊙
Double Wolf Kick ▶▶+⊙
Blind Blow ▶▶+⊙, ▶▶+⊙
Claw Twin Knuckle... ⊙⊙⊙
(...Slash) ⊙⊙
(...Flame Combo) ⊙, ▶▶+⊙
(...Kick) ×
(Low & Sway In) ▶▶+×, ▶▶+⊙
Combo Crescent ⊙⊙⊙, ▶▶+⊙
Claw Combo... ⊙⊙⊙:
(...Kick) ×
(...Straight) ▶▶+⊙
(...Hook) ▶▶+⊙
(...Blow) ▶▶+⊙
Rage Move ▶▶+▶+▶+▶+⊙



YUGO The Wolf



Human Facing Forward

Fling away	↘+⊙
Buster Blow	↘+⊙
Mid Body Upper	↘+⊙
Called "Bio Shock"	↘+⊙
Skyward Thrust	↘+⊙
Crawl Forward	↘+⊙
Roll Backward	↘+⊙
Stepping Ax Chop	↘+⊙
Thrusting Punt	↘+⊙
Skyward Uppercut	Lie Down, ⊙
High Punt	Lie Down, ⊙

Human Facing Backward

Turn Backfist	⊙
Turn Thrust Punch	↘+⊙
Crescent Kick	⊙
Standing Foot Sweep	↘+⊙

Human Air Moves

Overhead Hammer	↘+⊙
Heel Fall	↘+⊙

Human Throws

Waist-Lock Suplex	⊙+⊙
Reverse Pile Slam	↘+⊙+⊙ (crouching)
Shoulder Mount Slingshot	⊙+⊙ (from behind)

Beast Facing Forward

Tackle Thrust	↘+⊙
Back Up & Thrust	↘+⊙
Poke & Lift	↘+⊙
Backstep & Shoot	↘+⊙
Overhead Poke	↘+⊙
Gliding Skewer	Dash, ⊙
Low Rush Thrust	Lie Down, ⊙

Beast Facing Backward

Low Hook Claw	↘+⊙
Back Drop Kick	⊙

Beast Air Moves

Splash Fall	↘ or ↘+⊙
Overhead Jab	↘+⊙

Beast Throw Moves

Bio Feed Back	⊙+⊙
---------------	-----

Command Attacks

Spider Drop	↘+⊙+⊙
Hornet Grab	↘+⊙+⊙
Antler Bomb	↘+⊙+⊙
Grasshopper Leg	↘+⊙+⊙
Mosquito Lock	↘+⊙+⊙
Bio Reject	↘+⊙+⊙

Stun Crush

1st Part	↘+⊙+⊙+⊙ (or ⊙+R1)
2nd Part	↘+⊙+⊙+⊙ (or ⊙+R1)

Stun Pile Slam

↘+⊙+⊙

Human Combination Attacks

Shell Face Scratch	⊙⊙⊙⊙
Shell Rush Guillotine	⊙⊙⊙⊙
Shell Combo Antler Bomb	⊙⊙⊙, ↘+⊙, Antler Bomb
Shell Slasher	⊙⊙⊙⊙
Torasuto Blow	↘+⊙, ⊙, ↘+⊙
Torasuto Shock	↘+⊙, ⊙, ↘+⊙
Combo Antler Bomb	↘+⊙, ↘+⊙, Antler Bomb
Handknife Combo	↘+⊙, ⊙

Beast combination Attacks

Dokusou Eizan Geki	⊙⊙⊙
Chaos Beetle Rush	⊙⊙, ↘+⊙, ↘+⊙
Violent Beetle Rush	⊙⊙, ↘+⊙, ↘+⊙

Rage Move

↘+⊙+⊙+⊙+⊙+⊙+⊙+⊙+⊙+⊙

Stun The Insect



Human Facing Forward

Slide Punch	↘+⊙ (can go into "Break" or "Right Kick" in 6 Level Combo Ring)
Low Underhand Punch	↘+⊙ (can go into "Back Gate Elbow" or "Rotation Kick" in the Ending Moves of 6 Level Combo Ring)
Shichisun Kou	↘+⊙
Tornado Kick	↘+⊙
Turn Thrust Kick	↘+⊙ (back is turned to opponent)
Stepping Side Kick	↘+⊙
Low Reverse Sweep	↘+⊙
Turn Back Check	↘+⊙
Diving Reverse Sweep	↘+⊙
Mid Shoulder Slam	Dash, ⊙
Flying Side Kick	Dash, ⊙
Double Swing Punches	Lie Down, ⊙
Skyward Kick Shoot	Lie Down, ⊙

Human Facing Backward

Protecting Palms	⊙
Low Backhand	↘+⊙
Crescent Kick	⊙
Ground Stretch Kick	↘+⊙

Human Air Moves

Leaping Fist Drop	↘+⊙
Hopping Toe Kick	↘+⊙

Human Throws

Chi Blaster	⊙+⊙ or R1+⊙
Head-to-Knee Smash	↘+⊙+⊙ or ↘+⊙
R1+⊙ (opponent crouching)	
Trip Takedown	⊙+⊙ or R1+⊙
(facing opponent's back)	

Beast Facing Forward

Overhead Palm Press	↘+⊙
Power Palm Burst	↘+⊙
Low Claw Snatch	↘+⊙ (can go into "Grasp Sun & Moon" in 6 Level Combo Ring)
Stepping Slash	↘+⊙
7-Hit Ball Attack	Dash, ⊙
Raising Claw	Lie Down, ⊙

Beast Facing Backward

Back Check	⊙
Leg-Clawing Swipe	↘+⊙

Beast Air Moves

Spinning Slash	↘ or ↘+⊙
Turn Whirlwind Kick	↘+⊙

Beast Throw Moves

Merciless Slash	⊙+⊙ or R1+⊙
-----------------	-------------

Joushi Senrin

↘+⊙+⊙

Beast's Ending Move Combo Ring Technique

↘+⊙

Hangetsu Jin

↘+⊙

Command Attacks

Outstretched Punch	↘+⊙+⊙
Double Front Kick	↘+⊙+⊙
Charged Elbow Thrust	↘+⊙+⊙ (Guard Attack)
Skyward Stomping (Throw)	↘+⊙+⊙
Biting Slam (Throw)	↘+⊙+⊙
Ground Thunder	↘+⊙+⊙

Follow up with:

- Hold ↘ or ↘+⊙ & press ⊙ repeatedly. Start 6 Level Combo through "Ax Leg."

- Hold ↘ or ↘+⊙ & press ⊙ repeatedly. Start 6 Level Combo through "Grasp Sun and Moon."

●●●●

- Press ↘ after the 2nd or 3rd ⊙

- Do ↘+⊙ anytime after 1st ⊙

- ⊙⊙ (To prolong the attack, add one or two more ⊙. To cancel press R1. The more the attack is delayed, the stronger it will be.)

⊙, ↘+⊙, ↘+⊙ (only if it connects)

Human Combination Attacks

Rensui Choryo	⊙⊙⊙
---------------	-----

(Start the 6 LCR through the "Left Kick")

⊙⊙

Rensen Uramon Chochu

⊙⊙, ↘+⊙ (can end with any 6 LCR Ending

except "Turnover continuous kick" and "Demolition Attack"

Youshi Saiken

↘+⊙, ⊙

Beast combination Attacks

Tsuten Juuji Ha	⊙⊙⊙
Juujii Rakan	⊙, ↘+⊙
Fukko Juuji Sou	⊙⊙, ↘+⊙
Kosou Senkyaku	⊙, ↘+⊙
Tenben Ren Kazan	↘+⊙, ⊙
Sou Shou Da	⊙⊙

(Start 6 LCR)

Rage Move

↘+⊙+⊙+⊙+⊙+⊙+⊙+⊙+⊙+⊙

The "Six Level Combo Ring" is a Circle combo that is the main weapon used by Long. Consisting of six different attacks, each attack follows another in a circle-like motion, in any direction desired. While this Circle combo can be started in numerous ways, each attack follows another in a set manner one after the other. Also, the same attack cannot be used twice.

Six Level Combo Ring

You can start with any of the moves above in the Six Stations of the Large Wild Goose Ring Format. Once started, it advances in one direction only. The same move cannot be used twice. Any move can be derived as the last move.

Ending moves for the Six Level Combo Ring

There are also "special" techniques for the ending moves of the Six Level Combo Ring which can be done as a beast or when your Beast Gauge is full:



Long The Tiger



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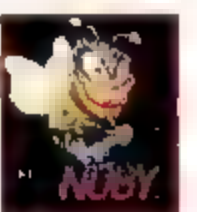
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Human Facing Forward

Spinning Chop	↘+⊖
Low Spin Chop	↘+⊖
High Spin Kick	↘+⊖
Mid Roundhouse	↘+⊖
Low Round Kick	↘+⊖
Shoulder Tackle	→+↘+⊖
Lunge & Drop	→+↘+⊖
Rushing Takedown	Dash, ⊖
Sliding Kick	Dash, ⊖
Elbow Lift	Lie Down, ⊖
Low Spin Thrust	Lie Down, ⊖

Human Facing Backward

Palm Claw	⊖
Bottom Fist Strike	⊖
Turn Thrust Punch	↖+⊖
Head Hook Kick	↖+⊖
Shin Hook Kick	↖+⊖

Human Air Moves

Tomahawk Chop	↗+⊖
Overhead Slicer	↗+⊖

Human Throws

Suplex	⊖+⊖
Step-Over Neck Scissor Slam	↖+↘+⊖ (crouching)
Back Drop	⊖+⊖ (from behind)

Beast Facing Forward

Overhead Slam	↗+⊖
Cannon Thrust Kick	↗+⊖
Hungry Prowler	↗+⊖
Turn Ground Kick	↗+⊖
Leaping Head-butt	↗+↘+⊖
Claw Scissor Tackle	Dash, ⊖

Scratch & Roll

Beast Facing Backward	↖+⊖
Back Drop Kick	↖+⊖
Turn Leg Claw	↖+⊖

Beast Air Moves

Spinning Slash	↘ or ↗+⊖
Flip Kick	↗+⊖
Revolving Flip Kick	↘ or ↗+⊖

Beast Throw Moves

Neck-Tearing Slam	↖+⊖
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Command Attacks

Rocket Streak	↖+↘+⊖
Scramble Snatch	
(1st)	↖+↘+⊖ (Air Throw)
(2nd)	↖+↘+⊖ (Cross-Over Attack)
(3rd)	↖+↘+⊖ (Diving Slash)
Heat Bazooka Buster	↖+↘+⊖
Trident Shoot	↖+↘+⊖
Violent Rage	↖+↘+⊖
Rising Laser	↖+↘+⊖

Human Combination Attacks

M-VI Slinger	↖+↘+⊖
M-VI...	↖+↘+⊖
(...Napalm)	↖+↘+⊖
Hunting...	↖+↘+⊖
(...Dive Elbow)	↖+↘+⊖
(...Hunting Arrow)	↖+↘+⊖
Amazoness...	↖+↘+⊖
(...Smash)	↖+↘+⊖
(...Slash)	↖+↘+⊖
Assault...	↖+↘+⊖
(...Striker)	↖+↘+⊖
(...Napalm)	↖+↘+⊖
(...Kick Mine)	↖+↘+⊖

(...Kick (Fake) Bomb)

↖+↘+⊖ or	↖+↘+⊖
⊖ (Fake)	↖+↘+⊖
↖+↘+⊖ or	↖+↘+⊖
⊖ (Fake)	↖+↘+⊖

Beast Combination Attacks

Triple...	↖+↘+⊖
(...Scratch)	↖+↘+⊖
(...Low Scratch)	↖+↘+⊖
Angry Slash	↖+↘+⊖
Violent Scratch	↖+↘+⊖
Silent Rage	↖+↘+⊖
Lightning Scratch	↖+↘+⊖
Darkness Scratch	↖+↘+⊖
Shotgun Scratch	↖+↘+⊖
Rage Move	↖+↘+⊖

Shina

The Leopard



Human Facing Forward

Banishing Backlist	↘+⊖
Spinning Backhand	↘+⊖
Round Heel Drop	↘+⊖
Turn Ground Kick	↘+⊖
Ground Hammer	↘+⊖
Foot Stomp	↘+⊖
Diving Tackle	Dash, ⊖
Spin Splash Fall	Dash, ⊖
Roll & Kick	Lie Down, ⊖
Swiping Upper	Lie Down, ⊖

Human Facing Backward

Overhead Hammer	↗+⊖
Turn Thrust Punch	↖+⊖
Blind Sidestep	↖+⊖
Spring-Back Smash	↖+⊖

Human Air Moves

Turn Around	↗+⊖
Drop Kick	↗+⊖

Human Throws

Low Blow	⊖+⊖
Pin-Down Submission	↖+⊖+⊖ (crouching)
Reverse Neck Slam	⊖+⊖ (from behind)

Beast Facing Forward

Rising Header	↗+⊖
Overhead Beat	↗+⊖
Flip Away	↗+↘+⊖

Dashing Flip Away

Head Dash	Lie Down, ⊖
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Beast Facing Backward

Step Back Kick	↖+⊖
Ground Scrape Kick	↖+⊖

Beast Air Moves

Belly Flop	↘ or ↗+⊖
Retreating Back Flip	↗+⊖

Beast Throw Moves

Tongue Flick	↖+⊖
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Command Attacks

Bukkomi Chop	↖+↘+⊖
Busuzima Maji...	↖+↘+⊖
(Stance Change):	
(...Maji de Punch)	↖+↘+⊖
(...Maji de Kick)	↖+↘+⊖
(...Maji de Whip)	↖+↘+⊖
Chirashi Bash	↖+↘+⊖
Busuzima Exercise	↖+↘+⊖
Shishometsu Attack	↖+↘+⊖
Shishometsu	↖+↘+⊖

Human Combination Attacks

Zenkai Butchi Girl	↖+↘+⊖
Baribari Chop	↖+↘+⊖
Taiman Aku Kick	↖+↘+⊖
Chinpira Usogeri	↖+↘+⊖

Yaklyaki...

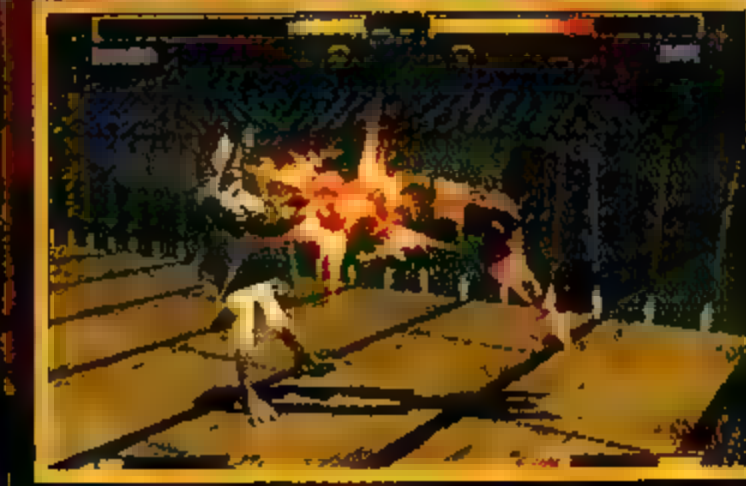
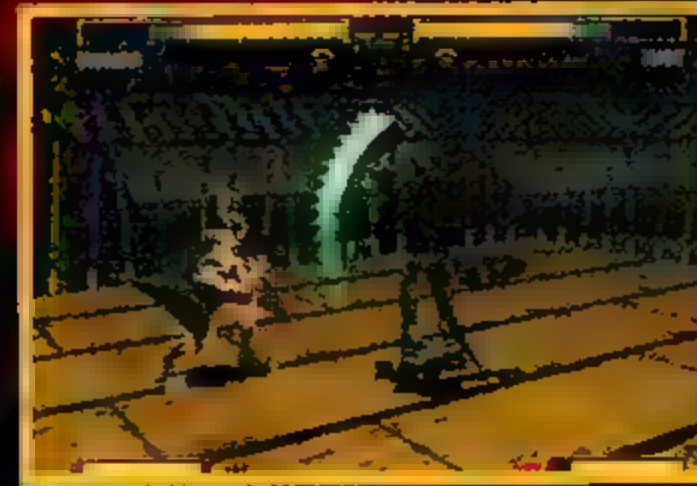
(...Ura Ken)	↖+↘+⊖
(...Kai Ken)	↖+↘+⊖

Beast Combination Attacks

Dokusou Elzan Geki	↖+↘+⊖
Slide Shoten Upper	↖+↘+⊖
Somersault...	↖+↘+⊖
(...Kaomen Slider)	↖+↘+⊖
(...Slide Shoten Upper)	↖+↘+⊖
Kaomen Slider	↖+↘+⊖
Zenkai Butchi Girl Upper	↖+↘+⊖
Rage Move	↖+↘+⊖

Busuzima

The Chameleon



Human Facing Forward

Elbow Jab ◀▶▶○

Double Palm Blow ▶▶▶○

Back Rush ▶▶▶○

Outstretched Punch ▶▶▶○

Sky-High Heel Kick ▶▶▶○

Hop Back & Thrust ▶▶▶○

Low Sweep Kick ▶▶▶○

Flying Triple Kick ▶▶▶○

Ground Rolling ▶▶▶○

Flying Collision Dash, ○

Leaping Butterfly Kick Dash, ○

Double Swing Fists Lie Down, ●

Handstand Twirl Kick Lie Down, ●

Human Facing Backward

Back Check ○

Leg Banishing Backlist ▶▶▶○

Knee Kick ○

Heel Sweep ▶▶▶○

Human Air Moves

Leaping Upward Hammer ▶▶▶○

Leaping Round Kick ▶▶▶○

Human Throws

Blind Hit Combo ○▶▶○

Arm Slingshot ▶▶▶○

(crouching)

Improper Trip Takedown ○▶▶○ (from behind)

Beast Facing Forward

Ground Reverse Sweep ▶▶▶○

Flicking Claw ▶▶▶○

Reckless Revolver ▶▶▶○

Rearing Paw ▶▶▶○

Arcing Upperslash ▶▶▶○

Ground Shaver Dash, ●

Rolling Foot Claw Lie Down, ●

Beast Facing Backward

Low Drop Kick ○

Retreating Run ▶▶▶○

Beast Air Moves

Overhead Stomp ▶ or ▶▶▶○

Wild Claw ▶▶▶○

Beast Throw Moves

Head Pounce ▶▶▶○

Command Attacks

Blink Swan Wing ▶▶▶▶▶○

Whirling Heel Flip ▶▶▶▶▶○

Leaping Palm ▶▶▶▶▶○

Flying Heel Stomp ▶▶▶▶▶○

Purring Kitten ▶▶▶▶▶○

Graceful Posture

Hold ▶ or
◀, ● (repeatedly)

Hold ▶ or
▶, ● (repeatedly)

Human Combination Attacks

Ralkan Tenbu ●●●●●

Yome Shin Ichinisan ●●●●●, ▶▶▶○

Tenha Senkyu ▶, ▶▶▶○

(...Tai)

(...Shou)

The incomplete version of the "Mental Six Level Combo Attack" can be used. She does not have the same weight as Long does, but it is compensated with speed. She's an entirely amateur fighter of the kenpo school.

The beginning move here is limited depending on the deriving hook-up. Once started, it will advance in one direction only. The same move cannot be used twice. Any move can be derived as the last move.

Rage Move
Surprise Cat Pounce



Human Facing Forward

Back Somersault ▶▶▶○

Turn Ground Kick ▶▶▶○ (back is turned to opponent)

Low Dash Punch ▶▶▶○

Leaping Knee Lift ▶▶▶○

Tackle Dash, ●

Sliding Kick Dash, ●

Double Lift Lie Down, ●

Back Handspring Kick Lie Down, ●

Human Facing Backward

Turn Straight ○

Turn Low Straight ▶▶▶○

Wide Reverse Roundhouse ○

Reverse Sweep ▶▶▶○

Human Air Moves

Leaping Hammer Drop ▶▶▶○

Overhead Stab Kick ▶▶▶○

Human Throws

Neck Mount Flip Slam ○▶▶○ or R1▶○

Flip Over Somersault Smash ▶▶▶○ or ▶▶▶○

R1▶○ (opponent crouching)

Back Mount & Stomp ○▶▶○ or R1▶○

(facing opponent's back)

Beast Facing Forward

Strong Blow ▶▶▶○

Overhead Kick ▶▶▶○

Double Leg Sweep ▶▶▶○

Stepping Punt ▶▶▶○

Whirling Flip Kick Dash, ●

Handspring Stomp Lie Down, ●

Beast Facing Backward

Low Reverse Drop Kick ○

Leg Sweeper ▶▶▶○

Beast Air Moves

Overhead Pounce ▶ or ▶▶▶○

Flip-Over Kick ▶▶▶○

Beast Throws

Flip Over Back ○▶▶○ or R1▶○

Flip Over Somersault ▶▶▶○ or ▶▶▶○

R1▶○ (opponent crouching)

Back Mount & Stomp ○▶▶○ or R1▶○

(facing opponent's back)

Command Attacks

Rabbit Spiral ▶▶▶▶▶○ (Air Combo Move)

Bunny Slide ▶▶▶▶▶○

Spinning Hopper ▶▶▶▶▶○

(Guard Attack)

Triple Somersault ▶▶▶▶▶○, ▶

Rabbit Flip ▶▶▶▶▶○

Switch Moonsault ▶▶▶▶▶○

Air Raid ▶▶▶▶▶○ (Air Throw)

Human Combination Attacks

Upper Rush ●●●, ▶▶▶

Slasto (Low) Rush ●●●, ▶▶▶

Blitz Heel Combo ●●●, ▶▶▶

(...High)

(...Mid)

(...Low)

Knuckle Twin Kick ●●●

Knuckle Low & Sway In ●●●, ▶▶▶, ▶▶▶○ (Sway In)

Throw Punch Upper ▶▶▶, ○

Sway Kick Combo ▶▶▶, ○

Rabbit Step ▶▶▶, ●●●, ▶▶▶

Low Sway Combo ▶▶▶, ○

Arc Drop Combo ▶▶▶, ▶▶▶

Arc Drop Combo Rush ▶▶▶, ▶▶▶

Leg Beat Combo ▶▶▶, ●●●

Reverse (back to opponent) ●●●, ●●●

(...Upper Rush)

(...Slasto [Low] Rush)

Beast Combination Attacks

High Rabbit Combo ●●●, ▶▶▶

Middle Rabbit Combo ●●●, ▶▶▶

Low Rabbit Combo ●●●, ▶▶▶

Low Rabbit Rush Knee ●●●, ▶▶▶

Low Rabbit Rush ▶▶▶, ●●●

(...High)

(...Ground)

Low Rabbit Rush Slider ▶▶▶, ●●●

Rush Rabbit Combo ▶▶▶, ▶▶▶

(...High)

(...Middle)

(...Low)

Rage Move



Human Facing Forward

Mid Chop $\triangle + \square$
 Taunting Smack $\triangle + \square$
 Turn Chop $\triangle + \square$
 Turn Down Chop $\triangle + \square$
 Taunting Kick $\triangle + \square$
 Ground Leg Sweep $\triangle + \square$
 Elbow Thrust $\triangle + \square + \circ$
 Aerial Whip Kick $\triangle + \square + \circ$
 Paired Palm Push Dash, \square
 Sliding Kick Dash, \circ

Human Facing Backward

Back Elbow \square
 Round Chop $\triangle + \square$
 High Back Kick \square
 Heel Stamp $\triangle + \square$

Human Air Moves

Leap Over Handspring $\triangle + \square$
 Aerial Twirl Kick $\triangle + \square$

Human Throws

Sensuous Neck Break $\square + \triangle$
 Heels & Hips Ecstasy $\triangle + \square + \circ$
 (crouching)
 Dead Weight Crusher $\square + \triangle$ (from behind)

Beast Facing Forward

Spinning Wing Slice $\triangle + \square$
 Low Wing Slice $\triangle + \square$
 Crawling Retreat $\triangle + \square$
 Overhead Heel Kick $\triangle + \square + \circ$

High Spin Kick

Lie Down, \square

Beast Facing Backward

Ground Cross Sweep $\triangle + \square$
 Ascending Back Heel \square

Beast Air Moves

Round Flip Kick \triangle or $\triangle + \square$
 Whirling Overhead Claw $\triangle + \square$

Beast Throw Moves

Blood-Sucking Neck Bite $\square + \triangle$

Command Attacks

Twist $\triangle + \square + \circ$ (Stance)

Change):

\triangle or \triangle to move

Eccentric Kick

Mayhem Desist $\triangle + \square + \circ$
 Rave Mixer $\triangle + \square + \circ$
 Bat Wing Blade $\triangle + \square + \circ$
 Drill Talon $\triangle + \square + \circ$

Human Combination Attacks

Slap Slap $\square + \triangle$
 Passionate Heel... $\triangle + \square, \square, \square$

(...Rush)

(...Psyke) $\triangle + \square$
 (...Bye-Bye) $\triangle + \square$
 Sly Kick $\triangle + \square, \square$
 Enamul... $\triangle + \square, \square$
 (...Blade) \square
 (...Psyke) $\triangle + \square$
 Gloss Edge $\text{Lie Down}, \square$

Beast Combination Attacks

Dokusou Elzan Geki $\square + \triangle$
 Complete Death Order $\square + \triangle$
 Wind Slider $\square + \triangle, \triangle + \square$
 Nightmare Walking $\triangle + \square, \square$
 Rage Move $\triangle + \square, \triangle + \square$

JENNY

The Bat



Human Facing Forward

Spinning Chop $\triangle + \square$
 Overhead Chop $\triangle + \square$
 Turn Ground Chop $\triangle + \square$
 Fade-Away Spin Kick $\triangle + \square$
 Low Reverse Sweep $\triangle + \square$
 Paired Palm Strike $\triangle + \square$
 Diving Ground Slash Dash, \square
 Flying Side Kick Dash, \square
 Elbow Thrust $\text{Lie Down}, \square$
 Vaulting Kick $\text{Lie Down}, \square$

Human Facing Backward

Palm Claw \square
 Turn Palm $\triangle + \square$
 Crescent Kick \square
 Standing Sweep $\triangle + \square$

Human Air Moves

Round-Over Transfer $\triangle + \square$
 Flip Kick $\triangle + \square$

Human Throws

Down and Out Hidden Takedown $\square + \triangle$
 Vault-Over $\triangle + \square + \circ$
 (crouching)
 Reverse Izuna Drop $\square + \triangle$ (from behind)

Beast Facing Forward

Overhead Slam $\triangle + \square$
 Low Slash $\triangle + \square$
 Upward Round Slash $\triangle + \square$
 Paired Piercing Ram $\triangle + \square$
 Spiral Drill Dash, \square
 Ground Scissor $\text{Lie Down}, \square$

Beast Facing Backward

Banishing Slash \square
 Crawl Away $\triangle + \square$
 Beast Air Moves

Spinning Slash

\triangle or $\triangle + \square$

Leaping Ground Piercing

$\triangle + \square$

Beast Throw Moves

Neck Spiral Slaughter $\square + \triangle$

Command Attacks

Raikou Han Kou Otoshi $\triangle + \square + \circ$
 Enmaku Dan $\triangle + \square + \circ$
 Enjin Rasen Kyaku $\triangle + \square + \circ$
 Kouki Ryuu Gekihou $\triangle + \square + \circ$
 Zansou Rekkan Totsu $\triangle + \square + \circ$
 Shoten Kaki Age $\triangle + \square + \circ$

Human Combination Attacks

Resen Ryu Eijin $\square + \triangle, \triangle + \square$
 Rentou Fushin Gaeri $\square + \triangle, \triangle + \square$
 Rentou... $\square + \triangle$
 (...Jinkyaku) \square
 (...Rakujin Kyaku) \square
 (...Ransen Barai) $\triangle + \square$
 (...Rasen Ura Hiji) $\triangle + \square, \square$
 (...Engetsu Keri) $\triangle + \square$
 Renga... $\square + \triangle$
 (...Mawashi Geri) \square
 (...Raku Eijin Kyaku) $\triangle + \square, \triangle + \square$
 (...Raku Eijin Gaeri) $\triangle + \square, \triangle + \square$
 (...Engetsu Keri) $\triangle + \square$
 Ryuu... $\triangle + \square$
 (...Hougeki) \square
 (...Nichirin Zan) \square
 Reisuji... $\triangle + \square$
 (...Nadare Geri) \square
 (...Kari Geri) $\triangle + \square$
 (...Kusazuri Geri) $\triangle + \square$
 Rakurai $\text{Lie Down}, \square$

Beast Combination Attacks

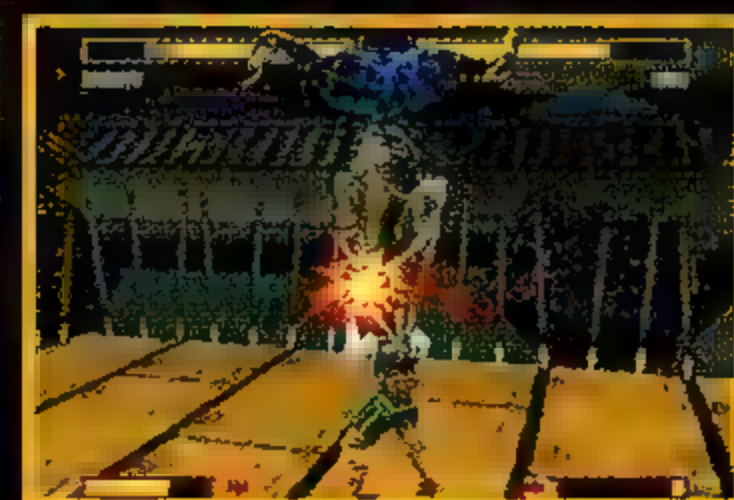
Dokusou Elzan Geki $\square + \triangle$
 Renkaki... $\square + \triangle$
 (...Ten Tou Hou) $\triangle + \square$

(...Nadare Geri)

(...Kari Geri) $\triangle + \square$
 (...Kusazuri Geri) $\triangle + \square$
 Dokukaki Shiten Kyaku $\triangle + \square$
 Dokusou Bakujuu Rengeki $\triangle + \square, \square$
 Dokusen Rakutsui Kyaku $\triangle + \square, \square$
 Dokusen... $\triangle + \square, \square$
 (...Mawashi Geri) \square
 (...Raku Eijin Kyaku) $\triangle + \square, \triangle + \square$
 (...Raku Eijin Gaeri) $\triangle + \square, \triangle + \square$
 (...Engetsu Keri) $\triangle + \square$
 Rentou Doku... $\square + \triangle$
 (...Eizan Geki) \square
 (...Ten Tou Hou) $\triangle + \square$
 (...Nadare Geri) $\triangle + \square$
 (...Kari Geri) $\triangle + \square$
 (...Kusazuri Geri) $\triangle + \square$
 Rage Move $\triangle + \square, \triangle + \square$

Bakuryu

The Mole



Human Facing Forward

Step Back & Low Punch $\Delta+\ominus$
 High Spin Kick $\triangle+\ominus$
 Side Snap Kick $\triangle+\ominus$
 360 Sweep Kick $\triangle+\ominus$
 Shoulder Tackle $\Delta, \Delta+\ominus$
 Rising Knee $\Delta, \Delta+\ominus$
 Rushing Takedown $\Delta+\ominus$
 Sliding Kick $\Delta+\ominus$
 Hook/Upper Combo $\text{Lie Down}, \ominus$
 High Punt $\text{Lie Down}, \ominus$

Human Facing Backward

Bottom Fist Strike \ominus
 Turn Thrust Punch $\Delta+\ominus$
 Back Kick \ominus
 Ground Thrust Kick $\Delta+\ominus$

Human Air Moves

Tomahawk Chop $\Delta+\ominus$
 Cannon Drop Kick $\Delta+\ominus$

Human Throws

Lifting Punch Out $\ominus+\ominus$
 Reverse Pile Slam $\Delta+\ominus+\ominus$
 (crouching)
 Turn Around KO $\ominus+\ominus$ (from behind)

Beast Facing Forward

Cannon Thrust Kick $\Delta+\ominus$
 Pouncing Snatch $\triangle+\ominus$
 Turn Ground Kick $\triangle+\ominus$
 Leaping Head-butt $\Delta, \Delta+\ominus$
 Claw Scissor Tackle $\Delta+\ominus$
 Scratch & Roll $\text{Lie Down}, \ominus$

Beast Facing Backward

Back Drop Kick \ominus
 Low Hook Claw $\Delta+\ominus$

Beast Air Moves

Revolving Flip Kick Δ or $\Delta+\ominus$
 Flip Kick $\Delta+\ominus$

Beast Throw Moves

Neck-Tearing Slam $\ominus+\ominus$

Command Attacks

Heat Capture... $\Delta, \Delta+\ominus, \ominus$
 "Middle Kick" $\Delta+\ominus$
 "Low Kick" $\Delta+\ominus$
 "Nothing" Throw $\Delta+\ominus$

High Heel Drop

Heat Bazooka Buster $\Delta, \Delta+\ominus, \ominus$
 Spin Axle Flash $\Delta, \Delta+\ominus, \ominus$

Quad Flash Break

$\Delta, \Delta+\ominus, \ominus, \Delta+\ominus, \ominus$
 Violent Rage $\Delta, \Delta+\ominus, \ominus$
 Rising Laser $\Delta, \Delta+\ominus, \ominus$

Human Combination Attacks

Shotgun Combination... $\ominus+\ominus$
 (...Fire) $\Delta+\ominus$
 (...Drive) $\Delta+\ominus$
 Spinning Strike $\Delta+\ominus, \ominus$
 Tomahawk... $\Delta+\ominus$
 (...Buster) $\ominus+\ominus$
 (...Drive) $\Delta+\ominus$
 Shell... Δ
 (...Smash) $\Delta+\ominus$
 (...Slash) $\Delta+\ominus$
 Trooper Combination $\ominus+\ominus$

Commando Edge Combination...

(...Strike) $\Delta+\ominus, \Delta+\ominus$
 (...Middle) $\Delta+\ominus, \ominus$
 (...Low) $\Delta+\ominus, \ominus$
 (...Feint) $\Delta+\ominus$ or $\Delta+\ominus$
 Heat Blaster Twin $\Delta+\ominus, \Delta+\ominus$
 Sky Launcher... $\Delta+\ominus$
 (...Strike) $\Delta+\ominus$
 (...Middle) $\Delta+\ominus, \ominus$
 (...Low) $\Delta+\ominus, \ominus$
 (...Feint) $\Delta+\ominus$ or $\Delta+\ominus$

Beast Combination Attacks

Triple... $\ominus+\ominus$
 (...Scratch) $\Delta+\ominus$
 (...Low Scratch) $\Delta+\ominus$
 (...Sky Launcher...) $\Delta+\ominus$
 (...Strike) $\Delta+\ominus$
 (...Middle) $\Delta+\ominus, \ominus$
 (...Low) $\Delta+\ominus, \ominus$
 (...Feint) $\Delta+\ominus$ or $\Delta+\ominus$
 Angry Slash $\Delta+\ominus$
 Violent... $\Delta+\ominus$
 (...Scratch) $\Delta+\ominus$
 (...Turn Scratch) $\Delta+\ominus$
 Bloody Rage $\Delta+\ominus, \Delta+\ominus, \Delta+\ominus$
 Shotgun Scratch $\Delta+\ominus, \Delta+\ominus$
 Lightning Scratch $\Delta+\ominus, \Delta+\ominus$
 Darkness Scratch $\Delta+\ominus, \Delta+\ominus$
 Heat Blast Sky Launcher... $\Delta+\ominus, \Delta+\ominus, \Delta+\ominus$
 (...Strike) $\Delta+\ominus$
 (...Middle) $\Delta+\ominus, \ominus$
 (...Low) $\Delta+\ominus, \ominus$
 (...Feint) $\Delta+\ominus$ or $\Delta+\ominus$
 Rage Move $\Delta+\ominus, \Delta+\ominus, \Delta+\ominus$

Gado

The Lion



Human Facing Forward

Extended Palm $\Delta+\ominus$
 Power Palm Burst $\Delta+\ominus$
 Turn Foot Chop $\Delta+\ominus$
 Low Underhand Punch $\Delta+\ominus$
 Tornado Kick $\Delta+\ominus$
 Stepping Slash $\Delta, \Delta+\ominus$
 Full Roundhouse $\Delta+\ominus$
 Step Side Kick $\Delta+\ominus$
 Low Reverse Sweep $\Delta+\ominus$
 Elbow Jab $\Delta+\ominus$
 Diving Reverse Sweep $\Delta+\ominus$
 Shattering Straight Blow $\Delta+\ominus$
 Flying Side Kick $\Delta+\ominus$
 Standing Upper $\Delta+\ominus$
 Skyward Kick Shoot $\Delta+\ominus$

Human Facing Backward

Sidestep & Elbow Δ
 Turn Punch $\Delta+\ominus$
 Rev. Roundhouse Δ
 Ground Stretch Kick $\Delta+\ominus$

Human Air Moves

Leaping Head Punch $\Delta+\ominus$
 Leaping Spin Kick $\Delta+\ominus$

Human Throws

Chi Blaster $\Delta+\ominus$
 Head-to-Knee Smash $\Delta+\ominus$
 (crouching)
 Waist-Lock Body Slam $\Delta+\ominus$ (from behind)

Beast Facing Forward

Low Claw Slash $\Delta+\ominus$
 Heel Flattener $\Delta+\ominus$
 Turn Back Kick $\Delta+\ominus$
 Low Claw Snatch $\Delta+\ominus$

Turn Ground Kick

Ball Attack $\Delta+\ominus$
 Raining Claw $\Delta+\ominus$
 Lie Down, \ominus

Beast Facing Backward

Turning Claw Swipe $\Delta+\ominus$
 Back Check Δ

Beast Air Moves

Spinning Slash Δ or $\Delta+\ominus$
 Flip Kick $\Delta+\ominus$

Beast Throw Moves

Merciless Slaughter $\ominus+\ominus$

Command Attacks

Enro Shinken $\Delta, \Delta+\ominus, \ominus$
 Tota Soushu $\Delta, \Delta+\ominus, \ominus$
 Saitetsu Hatsu $\Delta, \Delta+\ominus, \ominus$
 Takaga Kosho $\Delta, \Delta+\ominus, \ominus$
 Kokou Shiohiga $\Delta, \Delta+\ominus, \ominus$

Human Combination Attacks

Rensui Choryo $\ominus+\ominus$
 (Start the R.K.S through this)
 Youshi Saiken $\Delta+\ominus$
 Lie Down+ \ominus

Beast combination Attacks

Kanun Juuji Ha $\ominus+\ominus$
 Juuji Rakan $\Delta+\ominus, \Delta+\ominus$
 Fukko Juuji Sou $\Delta+\ominus, \Delta+\ominus$
 Kosou Senkyaku $\Delta+\ominus, \Delta+\ominus$
 Tenben Ren Kazan $\Delta+\ominus, \Delta+\ominus$
 Sou Shou Da $\Delta+\ominus$
 (Start the R.K.S through this)
 Rage Move $\Delta+\ominus, \Delta+\ominus, \Delta+\ominus$



Shen Long

The Tiger



Moves, Combos and Quest Mode

XG Strategy
by Pat Dolan

Ehrgeiz is an extremely ambitious game, combining surprising complexity with some radical new concepts and ideas, along with a selection of Final Fantasy VII characters thrown in for good measure.

The most obvious twist it offers is true 3D movement, not only around the flat surface of the arena, but also up and down multiple elevation levels within each arena. Additionally, boxes can be shoved at opponents and broken open to reveal weapons. Special attacks are activated with a single button press, and can only be used a set number of times in each match.

In addition to the innovative fighting game, Ehrgeiz offers two more play modes: Mini Games and Quest Mode. Mini Games are a collection of quick and simple games using some of the basic mechanics, while Quest Mode is a full-blown dungeon exploration adventure game with 21 randomly designed levels to explore.

Ehrgeiz is not an easy game to get into. You have to unlearn many habits formed by previous fighting games, but it can be done. And when you do, you'll find a unique and entertaining game—unlike anything else on the market.

Database

time to complete
w/a single
character 30 min.
challenge medium to high
cheapest char. Django
coolest char. Lee Shuwen
system PlayStation
publisher Square EA
developer Square



Sephiroth

Playing As:

Like Cloud, the main strategy with Sephiroth is to knock your opponent down long enough to get your sword out. Use the Jenova Linkage Death string when you don't have the sword out, and the Hell Quake Slash when you do. Remember you have to tap the S button twice to get into the sword stance.

Playing Against:

Not used by the CPU except in Practice Mode. Take advantage of the delay he suffers when bringing his sword out. Attack as soon as his hand drops to the hilt, so you can knock him back into normal stance before he can draw it. Rush him and attack, if you ever see him powering up his Black Materia attack. You should have adequate time to reach him before it goes off.

Moves Key

H High Attack
L Low Attack
SA Special Attack
G Guard
D Knockdown
U Unblockable

Basic Strategy

Running combos:

If your character can deliver a running combo, executed by running and hitting **H** two or more times, use this to harass the CPU. Also use it to attack the CPU once it gets up, you can often knock him/her right back down with it.

Throws:

360 throws really aren't worth trying. The required motion will rarely leave you facing your opponent, and if you're the slightest bit out of sync pressing **G+H+L** at the same time, it won't work anyway. Tackle is easier to execute and does more damage if you tack on the three punches.

Special attacks:

Save your special attack until you've whittled your opponent down to below

half his/her health, or use it in emergency situations to push an opponent away.

Facing the enemy:

Most of the time while you move around, you should be holding the **G** button. This causes your character to move slower, but keeps him/her facing his/her opponent at all times.

Use the arena:

Use the boxes against the CPU, it doesn't deal with them very well, and won't often use them against you.

Take advantage of the multiple elevation levels to get above your opponent and pounce with the **H+L** attack.

Always go for weapons and vitamin pills from broken boxes. Don't bother with the dynamite, it's not worth the effort.



Defeating Django

To beat Django, lure it into the pit in the bottom corner of the arena. Then jump out and execute your **H+L** "attack from above" to pounce on it. Tap **G** to get up and jump out of the pit.

Django will often hit you, but will rarely do more damage to you than you did to it. While it's in the pit, it can't easily hit you with its special, or its unblockable roll attack. Plus, it seems to have difficulty leaving the pit, especially if you keep dropping in on it.

Defeating the final Boss:

After you finish off Django, you'll fight a final Boss while the ending credits run. The only way to truly defeat it is to break open both boxes that are present and throw the swords you find inside into the Boss.

After you've done that, it will die, showering the arena with items. Collect all the items and Ehrgeiz will fall from the sky.

To knock the box off the pedestals, you need to jump onto the pedestal it's on. Press in toward the box while you jump. That should push the box slightly, giving you enough room to land and push the box off. Then, just push the box into the Boss, and use the swords on it.

While picking up the items after defeating the demon, sometimes it's better to hold down guard and walk around instead of trying to run and grab them all. The turning radius of the run means that often you won't be able to pick up everything that drops.

Basic Attacks

Name	Trigger	Damage
(D,U) Jenova Attack	H+L when above opponent	20
(D) Uppercut	H while standing up	20
(D) Mystery Tackle	H+L while running	20
(D) Back Kick	G, G+H while running	20
(D) Ground Beat	jump+L	23
(D) Rage Diver	H while running	28
(D) Jenova Reppa	step, L, H+L	31

Combos

Name	Trigger	Damage
(D) Ancient Piece	L, L, H	42
(D) Jenova Linkage Death	H, L, L, H	52
(D) Jenova Linkage Synthesis	H, H, H, H, H	70

Throws

Name	Trigger	Damage
Tragic End	360, G+H+L	40
(U,D) Tackle	G+H+L while running	45
Deadly Suplex	G+H+L from behind	60

Special Attacks

Name	Trigger	Damage
(U,D) Hell's Gate	L	30
(U,D) Iron Strike	S when SA gauge is empty	30
*(U,D) Black Materia	hold S	50

*Damage varies, depending on how many meteors hit opponent

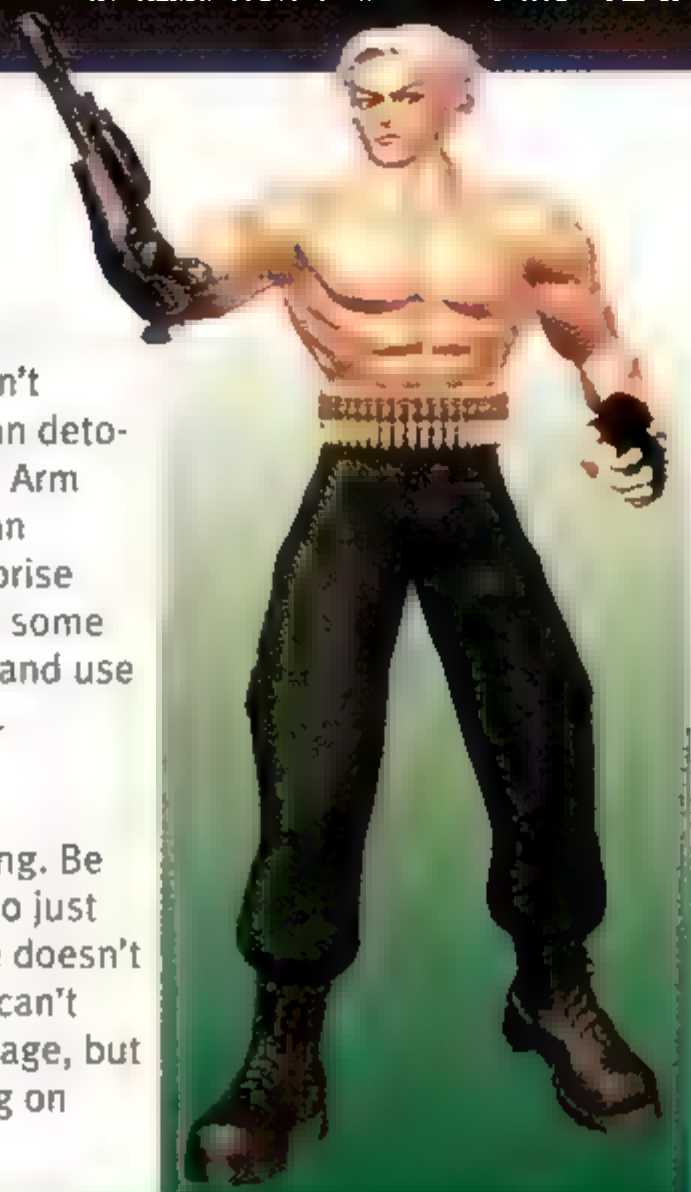
Ken Mishima (Godhand)

Playing As:

Use the land mines liberally, the CPU doesn't seem to see them well. Don't forget you can detonate them yourself with G. Use the Double Arm Gun move a lot—it allows you to counter an incoming missile and take your foe by surprise with one of your own. It's often best to get some distance between you and your opponent and use the Arm Gun while he/she tries to close in.

Playing Against:

His missile attack is fast and slightly homing. Be aware that he can fire two shots at once, so just because you've dodged or neutralized one doesn't mean you're safe. Stay close to him so he can't use the range of his arm gun to his advantage, but not too close or you'll find yourself walking on land mines.



Basic Attacks

Name	Trigger	Damage
Rising Upper	H+L	22
(U)Ogre Crush	H+L+S	40
Double Uppercut	H+S, H	30
Mirage Spin Kick	G+H+S, L	32
Shower Kick	G+L+S	23
(U)Flip Kick	H+L when above opponent	30
(U)Gut Punch	hold G, hold H	27
Divide Spin Kick	Step, H, L	27
Lightning God Hand	Step, L, H+L	30
Abyss Spin	Step, L, L	33
Triple Black Hawk	H, H, H while running	34
(D)Turning Back Kick	G, H while running	20



Combos

Name	Trigger	Damage
One-Two Kick	H, H, H	43
Up Down Combo	H, H, L, H	58
Mach Punch	H, L, H, H, H, H, H, H, H, H, H	39

Throws

Name	Trigger	Damage
Tackle	G+H+L while running	45
followed by Punches	H, H, H	70
Gut Punches	L, L, L	70
Strength Throw	G+H+L from front	40
followed by Tower Bridge	Hold H	40
Punches	H, H, H	34
Kicks	L, L, L	36
Neck Crush	G+H+L from left	40
Moon Dive	G+H+L from right	40
Power Arm Throw	G+H+L from behind	40
Spinning Pile Driver	360 on joypad, G+H+L	60

Special Attacks

Name	Trigger	Damage
(U)Arm Gun	S	20
(U)Double Arm Gun	S, S	40
(U)Triple Arm Gun	Hold S	60
(U)Rolling Mine	S while rolling (G to explode)	10
*(U)Place Mine	hold any direction & S (G to explode)	10
(U)Grenade Toss	S while jumping	30
(U)Suicide Grenade (4 grenades)	360 on joypad, S	30 (each)

*Up to three can be placed at one time

Lee Schuwen

Playing As:

Keep hammering opponents with his Double Heaven Kick, and poking them with his Divine Spear. Remember you need to be a medium distance (or closer) from your opponent or you can't hit with it. If you run out of Special Attack energy, use the Meteor Fall Spear to hit opponents. Lee's special won't negate incoming special attacks, so don't use it defensively.

Playing Against:

If you can attack him from a distance, do so. Once you get within medium range, he'll attack with the spear whenever he's got a chance. If you ever see him flash red and start walking toward you, get the heck out of the way unless you want to eat 140 points of damage.



Basic Attacks

Name	Trigger	Damage
(D)Cold Shoulder	H+L	25
Tiger Palm Punch	H+S	23
Tiger Fake	H+S, then L or R on the joypad	—
(U,D)Dragon Cannon	hold H+L+S	45
(U,D)Moonsault	H+L when above opponent	20
Magic Double Hand Slap	90, H	26
(U,D)Shadowless Fist	any dir. +G, release G & press H	140
*(U,D)Meteor Fall Spear	jump+L	30
(D)Jumping Spin Kick	jump, H	18
(D)Tiger's Roar	step, L, H	28
(D)Uppercut	H while standing up	20
Spinning Knuckle	L while standing up	20
Rolling Spin Kick	H while rolling	15
Rolling Sweep Kick	L while rolling	15

*Though this uses the spear, it doesn't drain the SA gauge.



Combos

Name	Trigger	Damage
Falling Leaf	L, L	37
ACL Breaker	H, L	25
Hellstorm	H, H, H, H	43
ACL to Dagger Punch	H, L, H	47
Tigers Rush	H+S, H, H	61
(D)Double Heaven Kick	H, H while running	24
Wild Tiger	H, H while walking	41
(D)Wild Tiger Strike	H, H, H while walking	61

Throws

Name	Trigger	Damage
(U,D)Tackle	H+L+G while running followed by Punches	45
	H, H, H or L, L, L	25
(U,D)Mountain Breaker	H+L+G from front	45
(U,D)Various throws	H+L+G from left, right or behind	40

Special Attacks

Name	Trigger	Damage
(U)Spear Attacks		
Earth Spear	Hold S, L	30
Divine Spear	S	20
Heaven Spear	Hold S, H	20
(U)Twin Divine Spear	S, S	40
(U)Brandish Spear	360, S	45
Stun Palm	S when SA gauge is empty	30

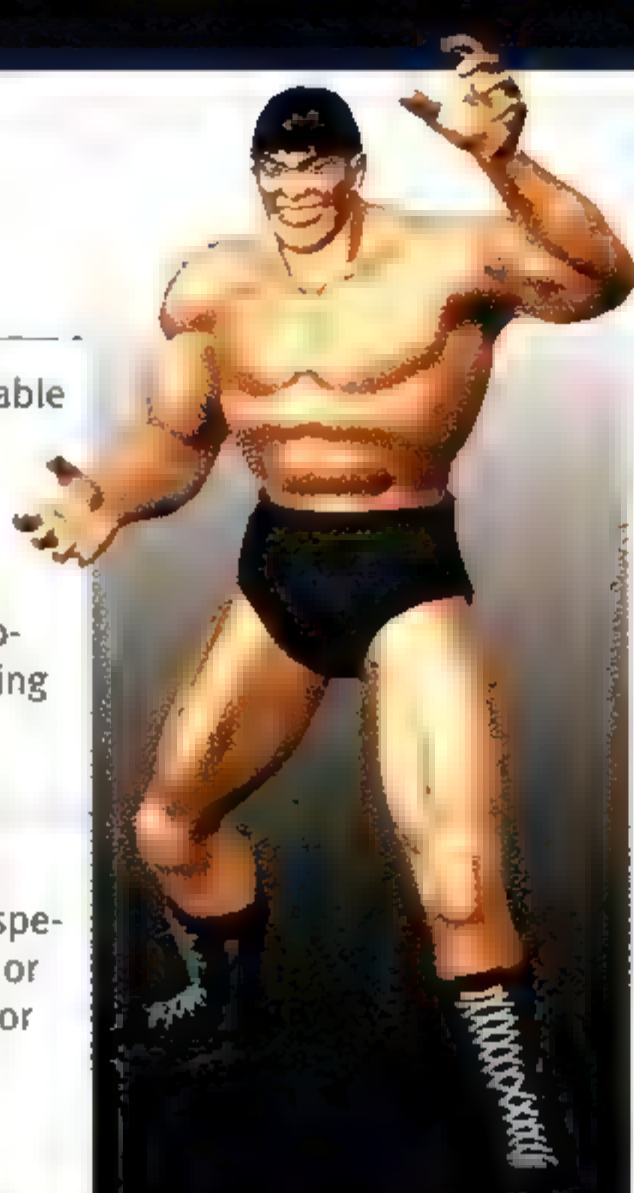
Dasher Inoba

Playing As:

Get in close and use your throws and unblockable attacks. Use the SA gauge to power up attacks on your opponent when he/she is lying on the ground. Use the Ali Combo if you can't get in to throw. If you can time it right, you can use the Final Dasher on an opponent as he/she gets up from the ground, causing major damage.

Playing Against:

Stay as far away from Dasher as you can, he's deadly up close. If he rushes at you to do his special attack throw, hit him with a special attack or thrown weapon. Learn how to escape throws for when he does catch you.



Sasuke

Playing As:

Take advantage of his strings that have unblockable moves in them. Nail opponents with the Shooting Star if you're at a distance. Learn to activate the Blade Spin and use it to follow your opponent around. When jumping, try to nail opponents with a Ninja Bomb, then hit them with a powerful throw or string while they're stunned.

Playing Against:

Watch out for his unblockable moves—attack him before he finishes their windup. When he jumps, get ready to dodge a Ninja Bomb, or he'll nail you while you're helpless. Stay fairly close, so he can't get a lot of use out of his Shooting Star.



Basic Attacks

Name	Trigger	Damage
(U)Ogre Crush	H+L+S	40
Double Uppercut	H+S, H	30
Mirage Spin Kick	G+H+S, L	32
Shower Kick	G+L+S	23
(U)Flip Kick	H+L when above opponent	30
(U)Gut Punch	hold G, hold H	27
Divide Spin Kick	Step, H, L	27
Lightning God Hand	Step, L, H+L	30
Abyss Spin	Step, L, L	33
Triple Black Hawk	H, H, H while running	34
Air Raid Kick	G+H while running	30
(D)Turning Back Kick	G, H while running	20



Combos

Name	Trigger	Damage
Triple Chop	H, H, H	45
(D)Bombing Double Kick	H, H while crouching	38
(U,D)Explosive Double Kick	while crouching hold H, H	46
All Kick	L, L, L while running	50

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
(U,D)Head-Butt	G+H+L	35
can be changed into:		
(U,D)Dasher Screw Driver	release L+G keep holding H	45
(U,D)Neck Scissors	release H+G, keep holding L	40
*(U)Kicks	L, L, L	36
(U,D)Arm Breaker	G+H+L from left	40
(U,D)Dragon Suplex	G+H+L from behind	40
can be changed into:		
(U,D)Dragon Crusher	release G+L, hold H	40
(U,D)Dasher Buster	360, G+H+L	60
(U,D)Power Bomb	G after counter	50

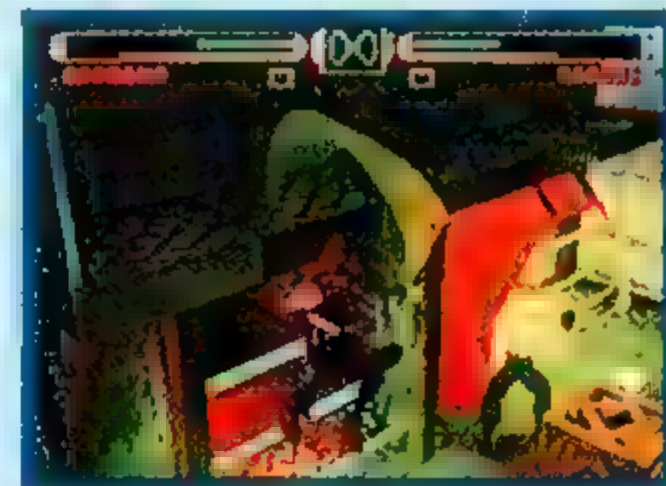
*Stuns opponent.

Special Attacks

Name	Trigger	Damage
(U,D)Dasher Bomb	S	50
(U,D)Final Dasher	hold S	100
(U,D)Homing Body Press	S while falling from a jump	30
(D)Dasher Head-Butt	S, L+H while running	40
Soul Fighting Stance	S, H quickly	0
Dasher Scissors	S when gauge is empty	18

Basic Attacks

Name	Trigger	Damage
(U)Overhead Slash	H+S	25
(U)Bamboo Burial	S+L	20
(D)Slash Kick	H+G	18
(U,D)Kamikaze	H+L when above opponent	30
Ninja Uppercut	H, G, J quickly	20
(U,D)Jumping Slash	jump, H	20
(D)Shinobi Cannon	step, L, H	25
Shinobi Sweep	step, L, L	20
(D)Sunrise	H+L while running	26
Spinning Demon	L, L while walking	24
(U,D)Slasher Uppercut	H while standing up	25



Combos

Name	Trigger	Damage
Ninja Rush	H, H, L	40
*(D)Ninja Sword Rush	H, H, H, L, H	63
(U)Cutting Rage	H+S, H	40
(U, D)Renmenzan	H, H, H while running	50

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
(U,D)Doormat	G+H+L from front	40
can be changed into:		
(U,D)Flip Back Drop	release G+L, hold H	40
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
(U,D)Flip Back Drop	G+H+L from front, release G+L	40
(U,D)Various throws	G+H+L from left, right, behind	40
(U,D)Lightning Drop	360, G+H+L	60

*Stuns opponent.

Special Attacks

Name	Trigger	Damage
(U,D)Shooting Star	S	20
(U,D)Heaven Star	H while holding S	20
*(U)Caltrops	hold S, L	0
*(U)Ninja Bomb		
Short Range	jump, hold S, L	0
Medium Range	jump, S	0
Long Range	jump, hold S, H	0
Katashiki	H+S+L when SA gauge is full	0
Nap	H+S+L when SA gauge is empty	0
(U)Quick Slash	S when SA gauge is empty	15

Prince Doza

Playing As:

When up close, nail opponents with strings, but mix it up with throws and/or special attacks or they'll counter and attack you. Don't rely on the long strings all the time either. Also use the Spanish Bomb, the CPU will often fall for it.

Playing Against:

Be ready to counter his special attack with one of your own. It will often hit you when you think you've got something between you and it. It's best to stay on top of him to keep him from attacking with his special. Use the elevation levels on his arena to get above him and then pounce with H+L.



Basic Attacks

Name	Trigger	Damage
(D)Jumping Knee	H+L	25
Hammer Knuckle	H+S	22
Break Straight	H+G	20
(D)Hurricane Straight	H+L+S	30
(D)Spinning Elbow	90, H	20
(D)Spanish Bomb	jump+L	30
(D)Left Swing Kick	step, H	28
Lunge	step, L	—
Crush Hook	step, L, H	20
Back Turn Kick	G, G+H while running	20
(D)High Kick	H while walking	23
(U,D)Killer Uppercut	hold H while standing up	34



Combos

Name	Trigger	Damage
(D)Break Combo	H, L, H	41
(D)Scissors Combo	H, H, L, L	46
(D)Scissors Crush Combo	H, H, L, H	51
(D)Bone Crush Combo	H, H, H, L, H	65
(D)Body Break Crush	H, H, H, H, L, H	80
(D)Triple Knee Attack	H, H, H while crouching	48
(D)Triple Running Hammer	H, H, H while running	62

Throws

Name	Trigger	Damage
(U,D)Tackle	H+G+L while running	45
(U,D)Knee Break	H+G+L from front	40
— can be changed into:		
(U,D)Arm Lock	release G+L, hold H	40
(U)Punches	H, H, H	34
(U)Kicks	L, L, L	36
(U,D)Various Grabs	H+G+L from right, left or behind	40

*Stuns opponent.

Special Attacks

Name	Trigger	Damage
(U,D)Death Fire		
Low	hold S, L	20
Normal	S	20
High	hold S, H	20
Jumping Short	jump, hold S, L	20
Jumping Medium	jump, S	20
Jumping Long	jump, hold S, H	20
(U,D)Desperate Fire	hold S	46

Yoyo Yoko

Playing As:

Her yo-yo special isn't as useful as it seems. Opponents have a chance to start their own attack once they've been pulled in close, so always follow with a fast-hitting string. Use the Triple Cyclone whenever you can, the CPU will rarely block the whole thing. Marbles are best used when you're on an elevation level above your opponent.

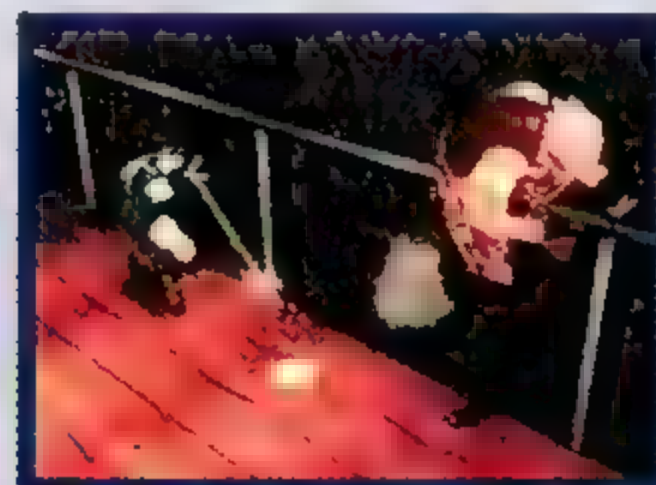
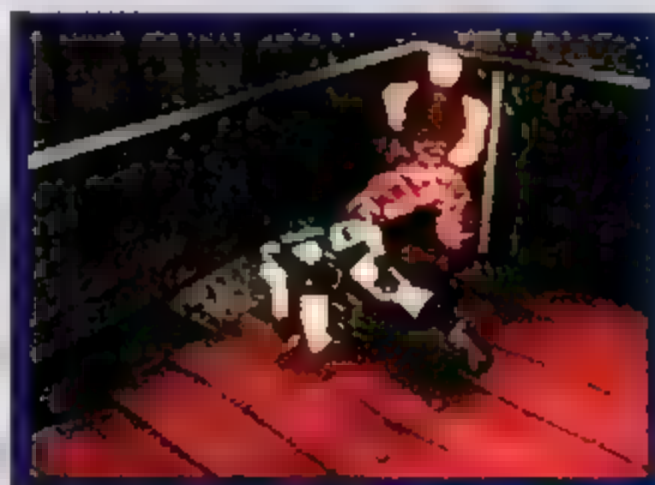
Playing Against:

Start a fast string when she pulls you in with her yo-yo. Use missile special attacks—she can't block them with her own special. If she drops marbles, try to lure her into stepping on them, she often will.



Basic Attacks

Name	Trigger	Damage
(D)Moon Kick	H+L	24
Sweep Kick	L+G	18
— followed by:		
(D)Jacob's Ladder	H, H, H, H	46
(U,D)Moonsault	H+L when above opponent	20
(D)Jump Kick	jump+H	15
(D)Inverted Moon	jump+L	22
(D)Whip Kick	step, L, L	22
Neck Slicer	step, L, H, L, quickly	22
(D)Body Slam	H+L while running	20
(D)Hungry Hawk	crouch, H	20
(D)High Kick	H while standing up	18



Combos

Name	Trigger	Damage
(D)Sleeping Cat	H, L	30
(D)Cat Scratch	H, H, H	44
(D)Cat's Tail	H, H, L	38
High Tide	L, L, H	44
Low Tide	L, L, L	41
(D)Spinning Orchid	L, L, S	42
Breaking Up	H, S, H, H, H, H	25

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
(D,U)Various throws	G+H+L from right, behind	40
(D,U)Flip Dislocator	G+H+L from front	40
— can be changed into:		
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
(D,U)Flip Toss	G+H+L from left	35
(D,U)Slapping Neck Cracker	360, G+H+L	60

*Stuns opponent.

Special Attacks

Name	Trigger	Damage
(U)Kishibojin Yo-Yo		
Standard	S	10
High	hold S, H	10
+(U,D)Walk the Dog	Hold S, hold L, release S	20
*(U,D)Mad Dog Walk	hold S	30
(U,D)Marbles	S while jumping	20

*Tap S to stop.

+Release L to stop.

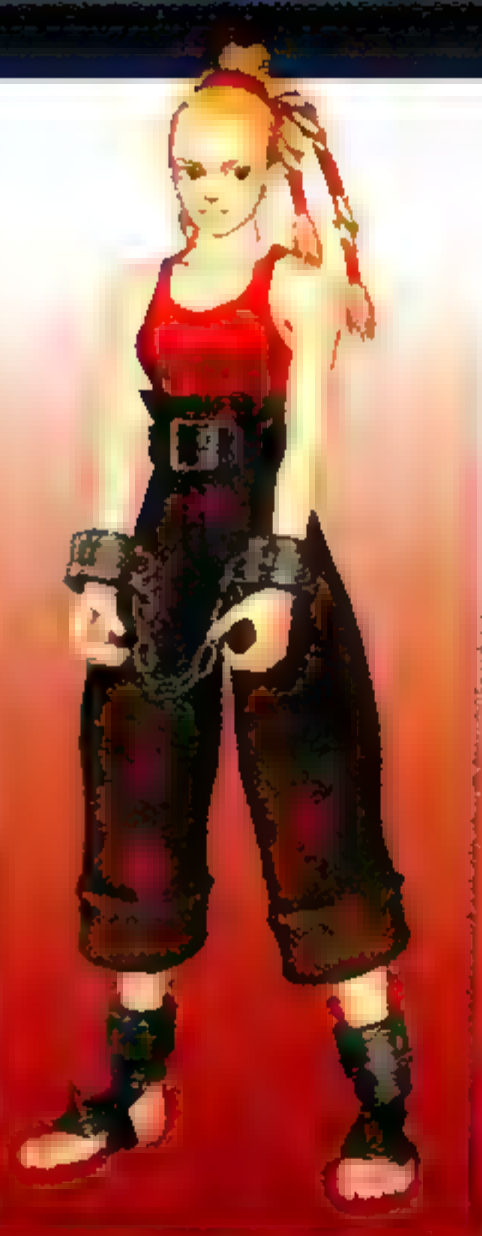
Wolf Girl Jo

Playing As:

You've got to stay close, since Jo doesn't have a missile special attack. Use the Lunatic Spin, Scissors and Dance, alternating with strings and tackles to keep your opponent off guard. Always go after the weapons that appear from broken crates. They're your only chance to attack from a distance. Once your opponent is down to half health, switch to wolf form and attack with the Wolf Rocket as often as you can.

Playing Against:

The most critical thing to do when fighting Jo is to knock her out of wolf form as quickly as you can. Otherwise, get away from her, preferably on a higher elevation level, until her power runs out. If you've got missile special attacks that can fire low, use them. Regular shots will go over her head when she's in wolf form.



Basic Attacks

Name	Trigger	Damage
Sweep Kick	G+L	20
Spin Kick	G+H	20
(D)Lightning Somersault	H+L	23
(D)Fang Kick	H+S	20
(D)Wolf Sickle	S+L	25
(U,D)Moonsault	H+L when above opponent	20
(D)Escape Kick	joypad in any direction+G, H	19
(D)Falling Scissors	jump+L	23
(D)Jumping Spin Kick	jump, H	18
(D)Wild Bow Kick	step, L, H	25
Wild Brand	step, L, release G, H	19
(D)Crossbow Kick	H while running	25



Combos

Name	Trigger	Damage
(D)Prisoner Kicks	H, H, H*	48
(D)Cyclone Kicks	H+G*, H*, H	65
Tornado Kicks	H+G*, L*, H	65
(D)Steel Cutter	H+G*, H+G*, H+L*	70
(D)Devil Scythe	H+G*, H+G*, H+G*	70
(D)Death Sentence	H, H, L, H*	57
Wolf Pack	L, L, L*, H	70

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
(U,D)Fisherman's Hook	G+H+L from front	40
can be changed into:		
(U,D)Hound Rejection	release G+L, hold H	40
(U,D)Beast Face Brand	G+H+L from behind	40
can be changed into:		
(U,D)Beast Lift Cannon	release G+L, hold H	40
(U,D)Various Throws	G+H+L from right, left	40
(U,D)Ragnarock	360, G+H+L	60

Special Attacks

Name	Trigger	Damage
Transformation	S	0
followed by		
(U)Wolf Slash	H	15
(U)Wolf Claw	L	8
(U,D)Wolf Rocket	H+L	20
(U)Wolf Insult Kick	H when back to opponent	15
(U)Wolf Rush	H+L while running	15
Lunatic Rush	S when SA gauge is empty	13

Han Daehan

Playing As:

Hunting Tomahawk is his more useful basic string. Try to stay close to your opponent and knock him/her down with that, then go into Scarecrow Stance and unleash the Crow Peck Combo as he/she gets up for heavy damage. Save his special attacks for when your opponent is weak, or you need to get him/her off his back for a while. When on a higher elevation, jump before unleashing his special. It'll be more likely to home-in on your foe.

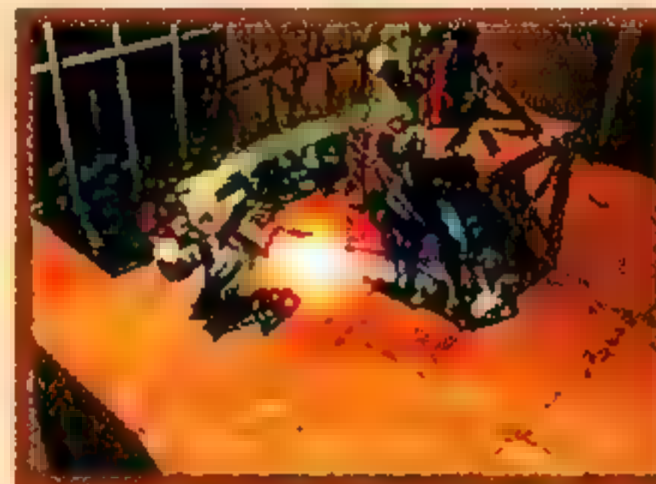
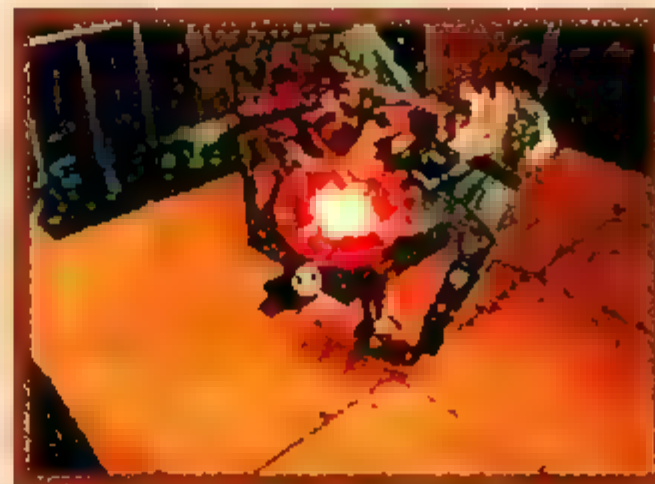
Playing Against:

Not too hard to defeat, just stay on top of him and keep hammering. Block his missiles with specials though, as they can home-in on you after you think you've dodged them. Use the crates and elevation levels on his arena to your advantage.



Basic Attacks

Name	Trigger	Damage
(U)Ogre Crush	H+L+S	40
Double Uppercut	H+S, H	30
Mirage Spin Kick	G+H+S, L	32
Shower Kick	G+L+S	23
(U)Flip Kick	H+L when above opponent	30
(U)Gut Punch	hold G, hold H	27
Divide Spin Kick	Step, H, L	27
Lightning God Hand	Step, L, H+L	30
Abyss Spin	Step, L, L	33
Triple Black Hawk	H, H, H while running	34
Air Raid Kick	G+H while running	30
Shoulder Tackle	H+L while running	23



Combos

Name	Trigger	Damage
(D,UC)Falling Kick	H+L, H	39
(D)Javelin Combo	G+L, H, H	52
Flail	G+L, L, L, L	59
(D)Kick Combo	H, H, H, H, H	66
(D)Turn Lance Kick	H, H while standing up	37
Halberd Kick	H, H, H while walking	66
(D)Hunting Tomahawk	H, H, H while running	57
(D)Double Sling Kick	L+H, L while running	35

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
(U,D)Hold Partisan Kick	G+H+L from front	40
can be changed into:		
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
(U,D)Various Throws	G+H+L from left, behind	40
(U,D)Kick Brush	G+H+L from right	30
(U,D)Arm Gailen	360, G+H+L	60

*Stuns opponent.

Special Attacks

Name	Trigger	Damage
K1		
Standard	S	20
Jumping	jump, S	20
K10	hold S	—
Left Scarecrow Stance	S when SA gauge is empty	—

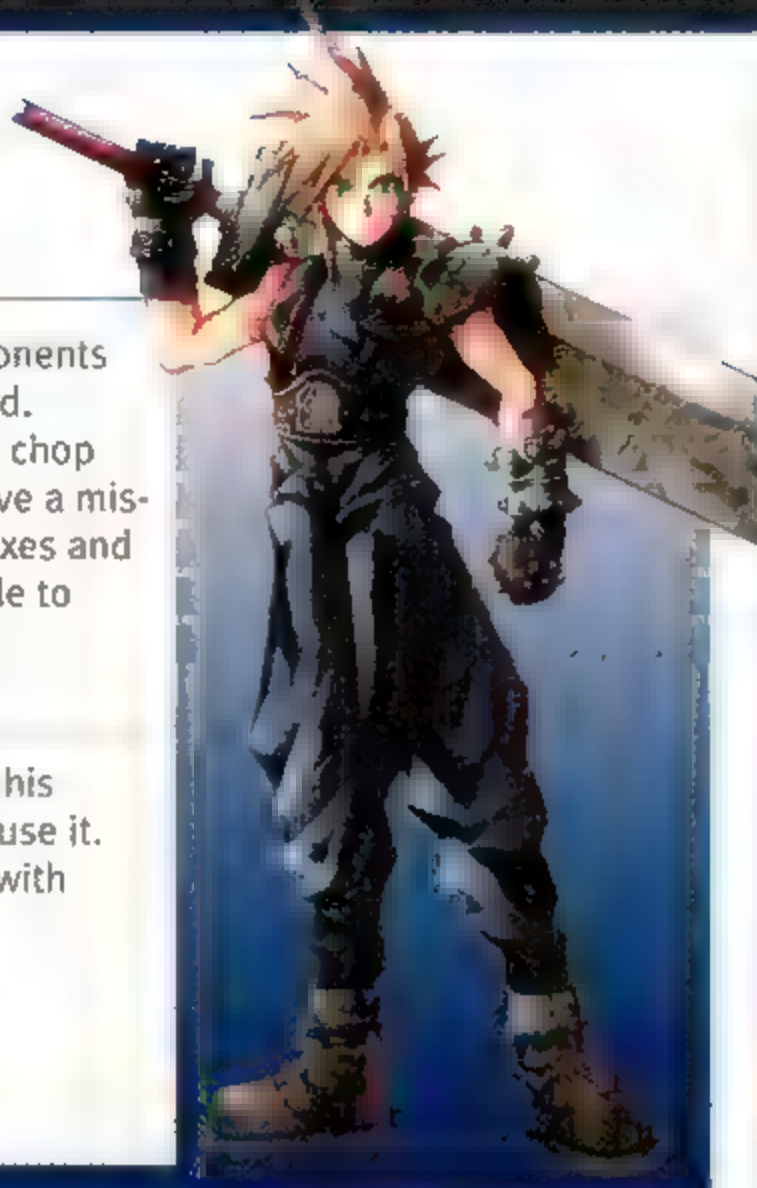
Cloud Strife

Playing As:

The goal with Cloud is to knock your opponents down long enough to unsheathe his sword. Once you've got it out, use Skull Break to chop 'em down to size. Since Cloud doesn't have a misile special attack, you should use the boxes and weapons found in them whenever possible to attack opponents who are at a distance.

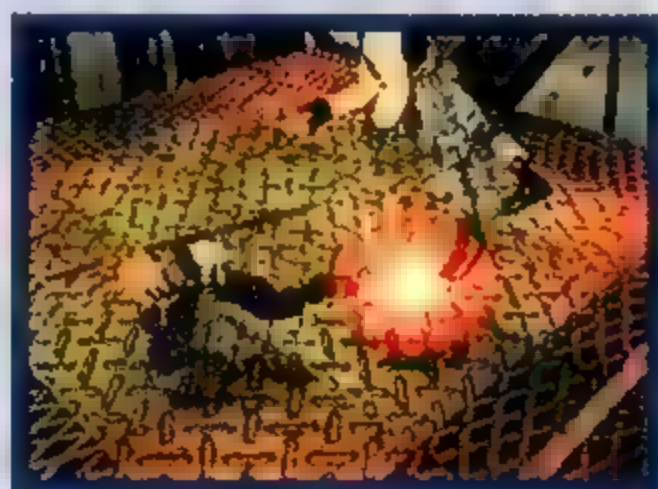
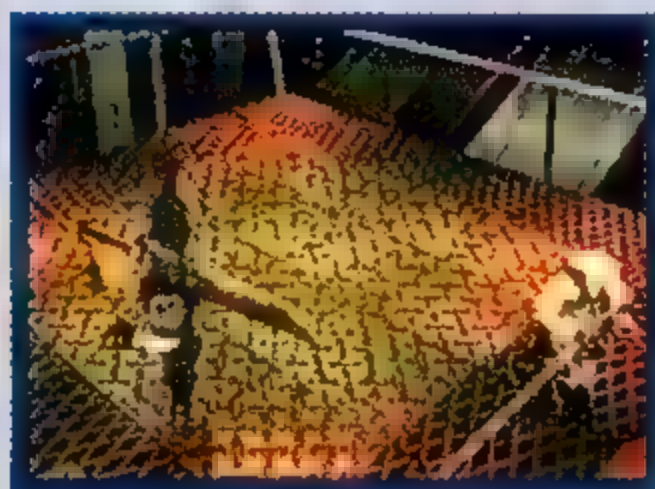
Playing Against:

Try to fight him from a distance. Up close his sword is deadly and he won't hesitate to use it. If he does get his sword out, just hit him with any attack to force him to resheathe it.



Basic Attacks

Name	Trigger	Damage
(D)Shinra Needle	L+S	12
(D)Soldier Knee	H+L	10
(U,D)Moonsault	H+L when above opponent	20
Soldier Feint Kick	90, H	20
(D)Jump Kick	jump+H	15
(D)Soldier Flip	jump+L	23
(D)Jumping Turn Kick	jump, H	18
(D)MaaKou Punch	step, L, H	20
(D)Air Slash	H while running	23
(D)Spinning Back Kick	G+H while running	18
(D)Forward Kick	H while standing up	16



Combos

Name	Trigger	Damage
Soldier Double Low	L, L	22
(D)Soldier Double High Kick	G+H, G+H	27
(D)Soldier Original	L, L, H	42
Soldier Chain	H, H, L	33
(UC)Soldier Smash	H, H, H	26
(D)Soldier Chain Wheel	H+S, H, H	54
Shinra Genesis Chain	H+S, H, L	53
(D,UC)Shinra Chain Test Lab	H, H, H, H	36
(D)Test Lab Shot	H+L+S, H	29

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
followed by:		
Punches	H, H, H or L, L, L	25
(U,D)Crescent Suplex	G+H+L from front	40
can be changed into:		
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
(U,D)Various throws	G+H+L from right, left, behind	40
(U,D)Omnislash	360, G+H+L	78

*Stuns opponent.

Special Attacks

Name	Trigger	Damage
Sword Stance	S	—
(U,D)Deathblow	jump, S	20
(U)Shinra Beta Cutter	S when SA gauge is empty	15
(U,D)Meteorain	hold S	51

Tifa Lockheart

Playing As:

Concentrate on using the Zangan Aerial Rave, throwing in some Over Drive Alphas ns Falling Scissors to keep them off balance. Only use her special attack at a distance, as it leaves her vulnerable while she powers it up. Don't use Summon, since it drains her life drastically and doesn't give you much SA power in return.

Playing Against:

Stay on top of her. If she gets far away from you, she'll unleash a special attack that can be hard to dodge. If she powers up when you're nearby, attack before her special goes off.



Basic Attacks

Name	Trigger	Damage
(D)Avalanche Flip	H+L	20
(D)Grand Glove Kick	L+S	30
(D)Dragonsault	H+G	20
(D)Zangan Dragon Upper	H+S+L	20
(U,D)Dolphin Blow	hold H+S+L	35
(D)Zangan Dragonsault	H+G, H	25
(D)Crystal Glove Kick	H+G, L	25
(D,U)Moonsault	H+L when above opponent	20
(D)Diamond Knuckle Kick	360, H	30
(D)Falling Scissors	jump+L	23
(D)7th Heaven	step, H	30
(D)Metal Spin Kick	step, L, L	25



Combos

Name	Trigger	Damage
(D)Avalanche Combo	H, H, H	43
(D)Zangan Combo	H, H, L, H	52
(D)Mythril Claw	H, L, H	44
(D)Overdrive	step, H, L	42
(D)Overdrive Alpha	step, H, L, H	68

Throws

Name	Trigger	Damage
(U,D)Tackle	G+H+L while running	45
(U,D)Metedrive	G+H+L from front	40
can be changed into:		
(U,D)Somersault	release G+L, hold H	40
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
(U,D)Various Throws	G+H+L from any direction	40
(U,D)Meteor Strike	360, G+H+L	60

*Stuns opponent.

Special Attacks

Name	Trigger	Damage
(U,D)Final Heaven		
High	Hold S, H	20
Normal	S	20
Low	Hold S, L	20
(U,D)Final Judgement	hold S	40
(U,D)Platinum Fist	S while jumping	20
*Summon	S when SA gauge is empty	—

*Drains Tifa's life to refill her SA gauge.

Quest Mode

General Tips

■ Always make sure you've got potions in your satchel, and try to use them before your life runs out. If you let them activate automatically, they'll be less effective.

■ Once you've got a Dragon Wing, immediately put it in your satchel.

■ If you exit from a deep level with a Dragon Wing, don't use the portal to return. Enter from a higher level and find a Dragon Wing, then work your way back down to where you left off.

■ You can easily and safely collect blue potions and Dragon Wings in the uppermost levels of the dungeon.

■ Every 5-10 levels your highest level character advances, new equipment will become available in the shop. The most expensive new equipment isn't always the best deal. Save your game, then buy some of the new equipment and check out the stats. Then reload your game and buy different equipment. Note: The more powerful equipment will only be available for purchase by the character (or characters) who have a high enough experience level.

■ The stock in the stores is randomly chosen each time you enter the "buy" screen. If you don't see what you like then exit the screen and re-enter it.

■ Crystal equipment is the most powerful you can find or purchase, despite its relatively low price. Once it is offered in the shop, buy it and transfer all your protections to it.

■ To quickly heal and fill your hunger meter, exit the dungeon and switch

characters, then switch back. Your health and energy will both be full.

■ Drink heal potions when your health is completely full to increase your maximum HP and enlarge your stomach. Each potion will increase your max HP by five.

■ Humanoid monsters are almost always far more dangerous than others. They often can block your attacks with shields, are capable of delivering combo attacks and sometimes can cast magic spells.

■ Traps:

To avoid traps, stay out of the center of the room while there are monsters present. Once there are no monsters in the room, the trap will not activate if you step on it. If your character is strong enough to easily fight a lot of monsters on the level you are at, deliberately try to step on a trap. Then kill all but one of the monsters and allow more to appear. Doing this you can accumulate a lot of weapons, potions and food, as well as earn experience points.

■ Making offerings:

By sacrificing items at an altar, you can increase the protection level of all equipment protected by the appropriate god.

The best way to make offerings is to empty your inventory in town, then buy a ton of cheap foods and go to an altar that is close to the top of the dungeon. Then choose a guardian and sacrifice all the food to them until you've maxed out their protection.

Dungeon Levels

When you first enter each dungeon level, its layout will be randomly determined. It will keep this layout for the rest of the game. The only things that can be predicted for each level are the basic type of creature you'll run into, the Boss and the type of materia you'll find.

Level 1: Boss: Animated chest
Materia: Thunder

Level 3: The flying triangular creatures can be killed easily with a missile-based magic attack.

Level 6: Boss: Snakeman
Materia: Quake

Level 7: This level has an entrance to town through the mines.

Level 8: You'll run into evil magic users on this level, make sure you've got good magic defense, more and more creatures will use magic from this level on.

Level 9: Boss: Dragonman
Materia: Trine

Level 12: Watch out for the killer penguins, they can do a lot of damage if you don't block their initial attack.

Boss: T-Rex

Materia: Meteor

Level 13: This level has an entrance to town through the well.

Boss: Giant Octopus

Materia: Freeze

Level 16: Watch out for the red orcs, they cast deadly magic. Make sure you've got good magic defense.

Materia: Flare

Level 17: The pink mermen on this level cast freeze, try to keep other monsters between you and them.

Level 18: Boss: Cyclops Minotaur
Materia: Holy

Level 21: There is nothing on this level except three Boss monsters.

Boss 1: Giant Dragonnette
(a large version of the small dragonettes you've already seen)

Boss 2: Red Dragon

Boss 3: Phoenix



Nutrition

What you eat, and how much of it, will determine how your statistics improve throughout the game.

Statistic	Food
Attack:	Protein
Defense:	Lipids
Magic Attack:	Vitamins
Magic Defense:	Vitamins
Dexterity:	Minerals
Speed:	Carbohydrates

Each different type of food you find or buy will fulfill a different nutritional requirement. The types of food you can buy in the store, and how well they fill you up, are as follows:

Vitamins (magic):

Pumpkin (high)
Spinach (high)
Watermelon (med)
Onion (high)

Banana (med)
Garlic (high)
Strawberry (low)

Carbohydrates (speed):

Mushroom (med)
Shitake Mushroom (low)

Protein (attack):

Meat (med)

Lipids (defense):

Fish (high)
Dog Food (med)

Minerals (dexterity):

Salt (low)
Bone (med)
Ice cream (high)

Concentrate on Protein, Lipids and Vitamins. By stuffing yourself with the appropriate type of food (cram it in even if you're full), you can max out your status for that type of food, allowing you to concentrate on building that one attribute up quickly.

Experience Points

As you gain experience points, your character will gain experience levels. The higher the level, the more powerful they get, but also the more it costs to save your game. The cost for saving is 10 times the experience level of your most powerful character.

So long as you reach experience level 60+, you shouldn't have trouble defeating the end-Bosses and winning the game.

The way to do this is to try to build up at least three experience levels for each dungeon level you complete. Wander around on the level and fight the monsters that appear until you've accomplished this.

Level	Exp. Points
5	320
10	2400
15	5880
20	14480
25	23000
30	42000
35	58000
40	91300
45	116100
50	168000
55	204700
60	243800
65	327700
70	382900



Weapons

There are a wide range of weapons to be found and purchased. Some weapons can only be used by either Koji or Claire, some can be used by both. However, the weapons that can be used by both characters are generally weaker, so it's best to stick with character-specific weapons to ensure maximum damage potential.

If a weapon name ends with: Used, Ace, King, Impact or Perfect, it means that it has a higher chance of making a critical hit, or of doing more damage when it makes a critical hit.

Rods are a specific type of weapon that only Claire can use. With them, you can cast Ultra Magic for only two stones instead of three. Also, the ultra spells can be cast much more quickly if you have a rod equipped.

It's best to stick with Axes for Koji and Rods for Clair. Gloves really aren't worth bothering with, as they have extremely low durability.

Be very careful with your powerful weapons, especially after you've gotten them protected by guardians. Carry backup weapons so you can switch when your chosen weapon is damaged, and head for the surface for repairs.

Never enter a new room with a damaged weapon, you might step on a trap and have your weapon break in mid-combat, which can easily be fatal.

The blacksmith will combine weapons or armor for you, at the cost of one drink (beer, wine, whatever you have). This technique allows you to transfer the protection from one weapon onto another. The first weapon will be the weapon you keep, along with its current

protections. The second weapon is the one that will be destroyed, adding its protections to the other weapon.

You should be able to easily find enough drinks to allow you to give six levels of protection to three different items, with enough left over to transfer these protections twice to three new items as you upgrade your equipment.

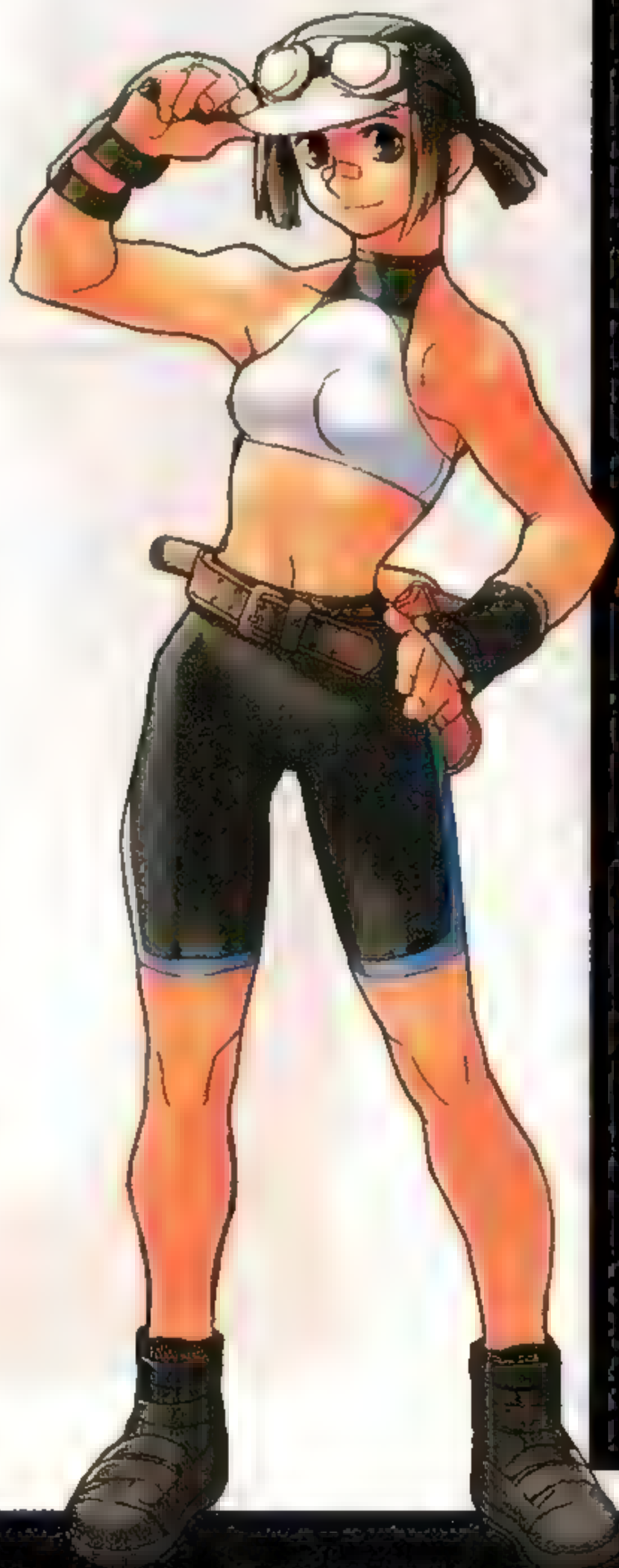
The items it's best to protect are:
Claire's weapon
Koji's weapon
Armor (shared between both of 'em)

If you find yourself at the end of the game with fully protected Crystal Armor and Crystal Weapons, use the remaining drinks to add protections to a helmet.

The protections you should concentrate on getting and enhancing are:

Poseidon
Ares
Athena
Apollo
Artemis

You want to hang on to at least three items blessed by each of these guardians, and then transfer them to your equipment. Items protected by other guardians should just be sold.



Magic

By finding different Materia, you gain the ability to cast different spells. Each materia can be used as basic or ultra, changing its function.

In general, you can get by without using magic of any sort. Most magic is only really useful in Ultra Mode, which takes longer to cast, leaving you vulnerable while you activate it.

As a result, your best bet is to use magic with Claire, when she's armed with a rod. That will allow you to quickly and cheaply cast Ultra magic.

The most useful types of magic are:

Thunder (basic or ultra): Use this to kill the flying triangular monsters you encounter in the dungeon. Without this, they can be very difficult to kill.

Ice (ultra): Handy for immobilizing large groups of enemies and doesn't wear off after you've hit them.

Holy (basic or ultra): Confuses monsters and causes them to attack each other instead of you.

Quake (ultra): Damages all monsters in the room and knocks them off their feet.

Boss Monsters

Every few levels you'll run into a Boss monster who guards materia or a book. The same basic strategy can be used to defeat each of them. Block until they've attacked, then deliver a jumping attack.

The final three Bosses can be defeated using the same strategy. However, with the first two, you should try to dodge their fire attacks when you see them rear up, then do a jumping attack from the side.



Whenever you fight a Boss, or any creature for that matter, always try to block first and let its attack. Then when it's done, attack. Repeat.

Guardians

Weapons and armor can be protected by one or more of 13 guardians. You can increase the level of protection by sacrificing items at an altar inside the dungeon. If the guardian you choose is present (this is random) when you make the sacrifice, all weapons and items protected by that guardian will increase their protection level. Some guardians will decrease some statistics while they increase others.

Guardian	Increases	Increases	Decreases
Gaea	All	All	Max HP
Zeus	Max HP	Def	None
Poseidon	Attack	Dex	None
Hades	Magic Atk	Speed	None
Ares	Attack	Def	None
Athena	Attack	Magic Atk	None
Apollo	Def	Magic Def	None
Artemis	Magic Atk	Magic Def	None
Hermes	Speed	W. Skill	None
Bacchus	Max HP	W. Skill	None
*Daimon	Attack	Def	All others
*Charon	Magic Atk	Magic Def	All others
*Mammon	Max HP	Endurance	All others

**Evil guardians.*

Protection increases exponentially:

Good Guardian	Evil Guardian
level 1: +1	level 1: +2
level 2: +2	level 2: +4
level 3: +4	level 3: +8
level 4: +8	level 4: +16
level 5: +16	level 5: +32
level 6: +32	level 6: +64

However, evil guardians lower all your other statistics by the same amount that a good guardian would raise them. So, while an evil guardian might give you +64 to your attack and defense, you'll suffer a -32 to all your other statistics.

It's best to concentrate on increasing the protection offered by good guardians, rather than evil ones.

Boss Weaknesses Revealed!

XG Strategy
by Benjamin Durbin

Goemon's Great Adventure combines a lot of tried-and-true game elements. The overall game has the story, dialogue, exploration and resource management of an RPG. At a more specific level, the gameplay is a blend of familiar platform obstacles (enemies, pits, moving platforms, rolling boulders, etc.), but with an interesting multiple-path 3D approach. Top it all off with sub-Bosses and, of course, giant robot Bosses.

The pacing of the challenge is handled extremely well. The levels and quests get consistently harder, but it is clear that the designers intended you to be able to complete the game. For example, the Boss levels grant you a few extra power-ups if you keep losing. The pacing is such that a player of any skill will feel challenged.

The game allows you to play as one of four different characters. Initially, you will only have access to Goemon and Ebisumaru. As you explore more you will find Sasuke and Yae.

GOEMON'S GREAT ADVENTURE



Goemon will be your primary character for completing the game. His double jump ability is indispensable for navigating the platforms and obstacles in each level. Goemon's Chain Pipe can be used to destroy Star Blocks in your path.



Ebisumaru is a very difficult character to master. His normal jumping ability is very poor, so it is imperative that you learn to use his Hip attack (● + ▼●) to make the higher jumps. His advantage is his Solid Megaphone, which he can use to create stepping stones to ultimately get to places not even Goemon can reach.



Sasuke is a well-rounded character with decent jumping ability as well as the ability to go underwater. His Dagger attack is especially nice when it is powered up to Level 3 as he will throw a dagger in addition to his normal swing. Sasuke's Big Bomb is capable of destroying the cracked blocks on some levels.



Many levels include watery areas where Yae can transform into a mermaid and dive down. Yae is the most powerful underwater character: She can use the ● button to make a dashing attack which also makes her invulnerable. Above ground, Yae's Lock-On Bazooka can seek and destroy enemies in the background.

Database

time to complete 30-30 hours
challenge moderate
best character Goemon
best sub-Boss Talsamba 3
best robot Boss Kabuki Final

system Nintendo 64
publisher Konami
developer Konami

Jump: Excellent
Attack: Pipe
Special: Chain Pipe
Ranged: Golden Coin (1)
Flame Coin (3)

Jump: Poor
Attack: Fan
Special: Solid Megaphone
Hip Attack
Ranged: Shuriken (1)
Gas Attack (3)

Jump: Average
Attack: Dagger
Special: Underwater
Ranged: Bomb (2)
Big Bomb (5)

Jump: Average
Attack: Katana
Special: Underwater
Ranged: Bazooka (2)
Lock-On (5)



Getting Around Town

Each world will have a town where you can rest, purchase items, save your game and find quests.



Tea House

Marked with a blue awning, enter this store if you want to change players in town. Certain NPCs will only grant quests to certain player characters, so it pays to explore each town fully with all the characters at your disposal.



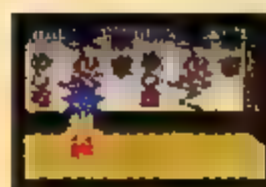
Store

The best items to buy in the stores are the fish balls. If you lose all your health, the fish ball will drop down and give you some health back—1, 2 or 3 points depending on their quality. Of course, if you die because you drop off the screen, the fish balls won't help you at all.



Fortuneteller

This is one of the most useful (and bizarre) experiences in town. The fortuneteller will give you clues about quests you can pick up in town; completing the quest will generally get you an Entry Pass.



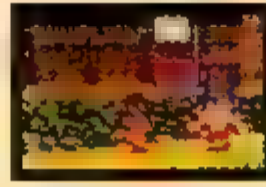
Restaurants

Restaurants come in several different styles, but the game effects of the menu are basically the same. Look for the most expensive item on the menu; this item will not only restore your health, but will grant you an extra life too.



Inn

The inn is the only place in the game where you can save your game. Stop in frequently. Don't waste money on a room; go to the restaurant to heal up instead.



Residences

Make sure you talk to everyone in town. There are some points in the game where you cannot advance without completing special quests for the NPCs.





Edo Edo Checkpoint - Entry Passes Required: 5

Your adventure begins in Edo. Initially you have access to Goemon and Ebisumaru; you won't need Ebisumaru's abilities for a while, so choose Goemon for all these quests. You need five Entry Passes to advance to the next level, Ryugu.

Lost'n Road

Entry Passes: 1

- 1 A very simple practice level. Use this time to practice using the swing poles: Rock back and forth until you are spinning around, then hold the joystick in the direction you want to go and press jump.
- 2 You can push this boulder forward into the enemies to destroy them, but you won't get any pick-ups if they die this way—better just to jump over. However, you can push the boulder back to the left to reach that ledge; you will find a pot of coins there for your trouble.
- 3 Jump onto the back of the horse and you can ride it straight through enemies—but again, you won't get any pick-ups if you kill them in this way.
- 4 Return to this level—especially at night—to replenish your money supply. At night, all monsters you kill are worth two coins. The most dangerous nighttime monster you will encounter is the giant spider, which takes about six hits to destroy. Wait for it to jump toward you, then move in and attack.



Lost'n Town

Entry Passes: 2

- 1 Go to Beat Mania's house and take his simple quest. He will send you back to Lost'n Road to find the three rapper artifacts: Headphones (on the ledge above the poles), a Mike (on the ledge you reach with the boulder) and an old LP (on the monster's head—jump and grab it!) You will get another Entry Pass for your trouble.



- 2 Go to Goemon's house (in the inner residential section, the house with the banner out front) and talk to Kenzo. Give him 100 coins and he will give you the Chain Pipe. You will need this later to get past certain blocks on the Ringbell Pass.
- 3 Make sure you visit the Tea House to meet up with Sasuke and open him up as a playable character.
- 4 After you have completed the Digadig Gold Mine (see next), return to the inner residential section and talk to the old man in the fourth house on the row. He will ask you to go back to the mine again and kill the seven mud monsters there. The task is fairly easy; just make sure you take the bottom branch at the water wheel fork or you will miss one of the monsters. You will receive another Entry Pass when the quest is completed.

Digadig Gold Mine

Entry Passes: 1

- 1 This level is very simple with one notable exception: a cool sub-Boss about half-way through! He has two attacks that are quite simple to avoid. When he turns red, he is invincible, so get ready for him to attack. His first attack form is a simple fireball; you can double jump over it. However, if he whips his head to one end of the bridge, it means he is going to lay down a long line of fire. Quickly run to the opposite end of the bridge as far as you can go; the flames will fall just shy of you. Kill him by standing directly under his head and shooting coins straight up at him.



Ringbell Pass

Entry Passes: 1

- 1 First, you won't be able to progress on this board without Goemon's Chain Pipe. If you don't have it, go back to your house in Lost'n Town and talk to Kenzo. Once you have the Chain Pipe you can press the **[X]** button to smash through the metal blocks at the

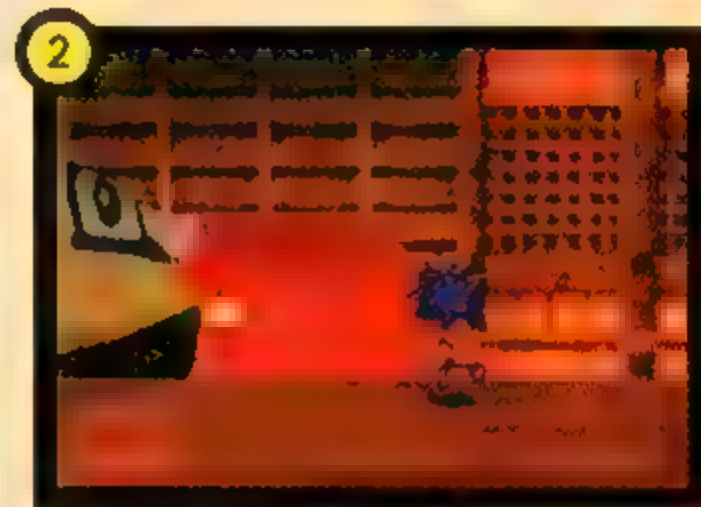
beginning of Ringbell Pass.

- 2 Make sure you ring the bells along the way, and then jump up inside them. One bell has a free man; another bell holds a deadly boulder!
- 3 The board has two paths; the lower path is a bit more difficult, with lots of jumps across swinging platforms. It doesn't matter which path you take since both paths end up with the same Entry Pass.

Edo Castle

Entry Passes: 0

- 1 This is a very long and convoluted level, with lots of hidden power-ups. The first one is found just to the right of this platform with the armored knight; keep heading right and you can snag a **Golden Fortune Doll**.
- 2 Toward the top of the castle you can see Impact rampaging around. Watch out for his fists and laser beams. When you reach this point, stop here and let him shoot, then run forward to the swing. His laser blasts take some time to recharge, so you can wait for the swing to come back to your ledge.



Final Bosses!

Edo Castle Sub-Boss: Shishi Scarecrow

The scarecrow attached to Impact's head is brainwashing him; you've got to destroy it and regain control of Impact.

Attack Forms

- **Steam Blasts:** The scarecrow will spit a burst of steam directly in front of it. It is easy to avoid if you keep moving and pay attention.
- **Tail Sweep:** When you see the tail elongating, start running in the opposite direction, making it easier to jump over and avoid. If the scarecrow takes any damage, it will retract its tail.
- **Impact Smash:** The scarecrow can have Impact attack you directly. When you see the glowing "Here" warning near you, get moving; that target point will soon be smashed by Impact's fist!
- **Floating Bombs:** If these bombs float down on you, you will take damage.

Keep away from them by running around the roof in circles.

Weaknesses

- The only way to damage the scarecrow is to strike the Floating Bombs with your weapon and send them flying back. Just a few of these hits will take it out.
- If you happen to die, the next time you tackle it there will be two **Silver Fortune Dolls** on the rooftop. If you die again, there will be two **Golden Fortune Dolls**.



Edo Castle Final Boss: Bismaru Elegant

The first and easiest robot Boss and a good lesson for things to come. Learn the attack forms of the enemy robots so you can prepare for them.

Attack Forms

- **Missile Attack:** Bismaru's missile attack takes the shape of flying hearts. Use the **[X]** button for your quick jab to punch through them and defend yourself.
- **Twirling Attack:** The robot will tuck up into a ball and come flying at you. If you can see it coming in time, you can use a hard punch **[X]** or even a kick **[Y]** to clear it out.
- **Mayhem:** Bismaru will just run right up and try to whale on you. There should be plenty of time for a kick **[Y]** or a delicious attack **[X]**, or, best of all, a severe pummeling with the rapid punch **[X]**.



- **Mega Blast:** Every enemy robot has a Mega Blast. You will know when it is coming because the screen will turn funny colors. When this happens, you need to immediately transfer control to your other robot. Toss the baton by pressing **[X]** and time it so the other robot can catch it. If you can't transfer control, you can sometimes seize the advantage with a Mega Blast **[X]** of your own but only if you are primed for it (your dashboard lights will flash rapidly). If all else fails, try blocking **[X]**. It's better than nothing!





Ryugu Ryugu Checkpoint - Entry Passes Required: 10

Ryugu is a world floating on the back of a giant kappa turtle. Many of the worlds require you to explore underwater caverns. Yae (the mermaid) and Sasuke (the robot) are your two choices for underwater missions.

Kappa Road

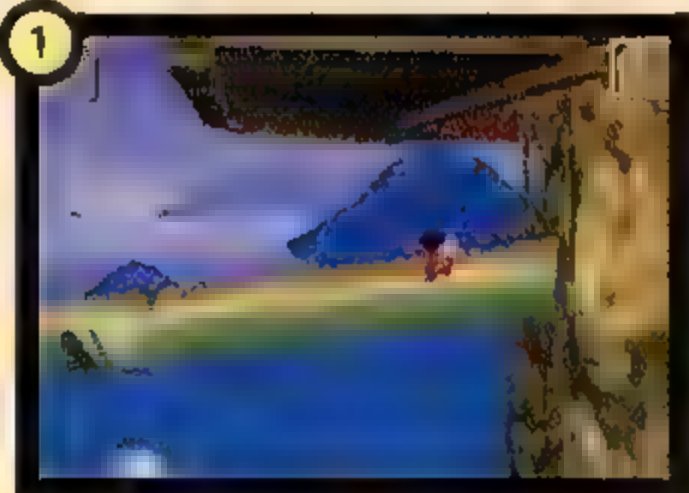
Entry Passes: 3

- 1 Play this all the way through the first time using Goemon to open up your access toward Frog Mountain and Otohime Town.
- 2 Tackle this board again with Sasuke (or Yae) and dive underwater inside the cave. Kill the giant octopus for an Entry Pass.
- 3 Continue underwater to the right and surface at the far end. Hold the Z button to charge up Sasuke's super bomb and toss it toward the blocks. Push your way through until you can jump up and reach the platform to switch to Goemon. Destroy the rest of the blocks and cross over to collect the third and final Entry Pass.

Frog Mountain

Entry Passes: 1

- 1 A simple level for Goemon. Don't miss the shortcut near the top; Goemon and Ebisumaru both can make it up to the next platform here. Practice this board with Ebisumaru; there is a quest later that will require you to race to the top!



Naruto Road

Entry Passes: 2

- 1 This board is for swimming characters only. It is a little easier with Yae, since quarters are tight and you can use her dash attack to keep from getting hit. You will get one Entry Pass just for completing the board, and another if you defeat the giant octopus.

Otohime Town

Entry Passes: 2

- 1 Make sure you stop in at the Tea House and meet up with Yae. You will need her to complete some of the quests on this level.
- 2 There is a girl in town who likes her men on the plump side. Talk to her with Ebisumaru to receive his Solid Megaphone.
- 3 There is a strange Fortuneteller here in town. Visit him to get clues about the following quests:
 - "Iguana Man lives in peace and quiet. They get along well with frogs." Using Ebisumaru, go to the top of Frog Mountain onto the top reed and into the well. Iguana Man appears there at night, and will give you an Entry Pass.
 - "In the struggle between similar foes, do not lose. The loser is disgraced." Talk to Obisumaru in the first row house you come to. He will challenge you to a race to the top of Frog Mountain. As soon as the race starts, press **○** to stun him and get a bit of a lead. Once you are ahead, press **□** to use your Megaphone and blow obstacles into his path to slow him down.

Make sure you use the shortcut near the top to finish out the race. (You will need to use your Hip attack several times in order to jump high enough to make some jumps.) If you win you receive an Entry Pass.

- "On the ocean floor in a cave on Kappa Road, entrust the extermination of octopi to the mermaid." Use Yae and the **□** button to turn into a mermaid. Dive down inside the first cave and kill the giant octopus for an Entry Pass (listed already under Kappa Road).
- "In the depths of the sea off Naruto Road, you will find a huge octopus. Dive deep..." Using Yae or Sasuke, dive into the water and take the first fork all the way to the bottom. Head left and kill the giant octopus for an



Entry Pass (listed already under Naruto Road).

- "For a mysterious encounter in Edo, wait at the well until nightfall." Go to the residential section in Edo and drop into the well at night. Talk to the lizard man there to receive an Entry Pass.

Ryugu Castle

Entry Passes: 0

- 1 This is a simple level with lots of side paths. Tackle the main portion of the level with Goemon and use Yae to traverse the underwater sections.
- 2 Don't miss the **Golden Fortune Doll** hidden on the upstairs level of this submerged house. You will need all your health and energy to make it to the sub-Boss.
- 3 Once you get into the sunken tower with the mine, keep running/jumping through the water to get away. The mine will probably still hit you a couple of times, but if you keep moving, you should make it to safety without dying.



Final Bosses!

Ryugu Castle Sub-Boss:

Taisamba 3

At the top of the tower you will find the robot sub-Boss. Soften him up with Yae a bit before you go after him with Impact.

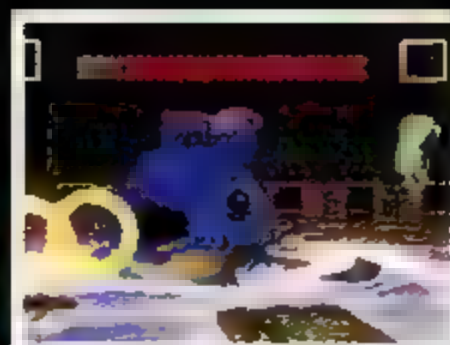
Attack Forms

- **Electric Dive:** When Taisamba raises his hammer into the air, get out of the water quickly or get zapped to death.
- **Pop Shots:** They may look like harmless little balloons, but they'll kill you if they hit you. You can jump from side to side on the same platform to keep Taisamba missing.

• **Sonic Blast:** Once you see Taisamba start spewing out those golden rings of sound, start running away from them. Don't stop moving and eventually Taisamba will stop.

Weaknesses

- You will notice lots of guide ropes tied around the platforms. Keep hitting them with your sword until they explode. When you destroy all the ropes, something unpleasant will happen to Taisamba. The ropes will then reset and you get to repeat the process. It doesn't get any more difficult, there will just be a lot more ropes to cut.



Ryugu Castle Final Boss:

Taisamba 4

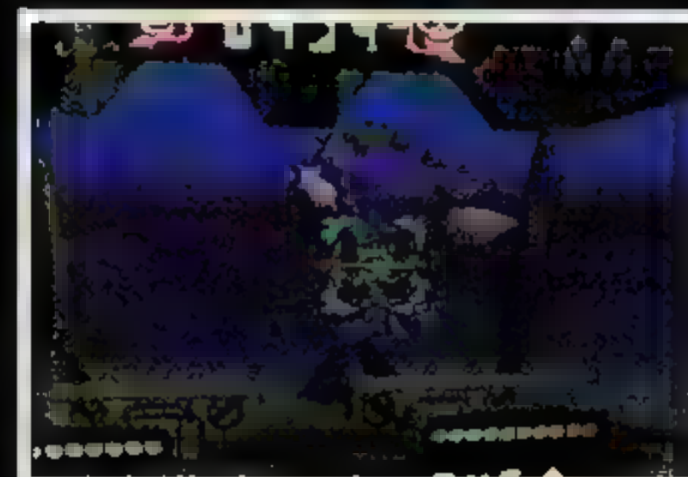
It is one of the faster robot Bosses you'll encounter in the game. The biggest key is to dodge his attack forms, and save your Mega Blasts for the perfect moment.

Attack Forms

- **Missile Attack:** Taisamba retains the ability to fire off Pop Shots at you. Use your jab to defend.
- **Squid Swarm:** These special missiles will envelope you in a cloud of ink; jab them out of your way.
- **Torpedo:** Taisamba will swim up very fast and try to run into you. Pay attention and counter with the rapid punch **○ ○ ○ ○ ○**.
- **Waterspout:** Taisamba will twirl his tail around and make a waterspout to suck you down. Once inside the spout, giant eels will attack you. Use your jab

to keep them off you.

- **Mega Blast:** Like all robots, Taisamba has a Mega Blast. Be prepared!





Mafu Island

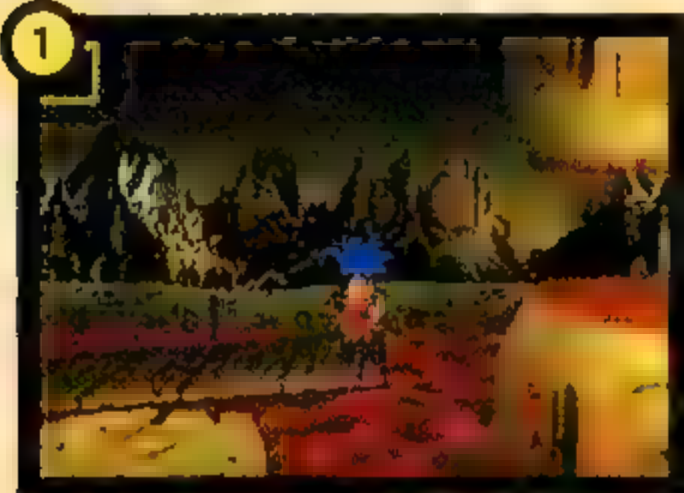
Mafu Checkpoint - Entry Passes Required: **15**

Mafu Island will be the first true test of your skills. Lots of deadly traps block your progress here, and a variety of side quests will distract you. Expect to spend a lot of time clearing this world completely!

Kokoshi Road

Entry Passes: 1

1 The triple-smasher jump is the last obstacle before the end of the board. Time your jump so you can just sneak under the first smasher as it is rising. Definitely don't stop for the pot of coins!

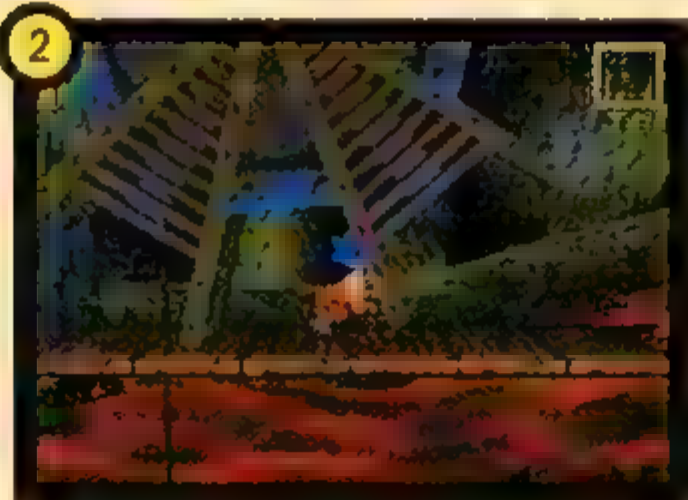


Tomb Pass

Entry Passes: 2

1 You must gather both Entry Passes from Maneater Road before the path to Tomb Pass will open.

2 To get past the rolling water-wheels, watch carefully for the pattern—a dark brown wheel with a few safe spokes, a reddish wheel with taller spokes and a blue wheel where all the spokes are safe. Wait in the safe spot of the dark brown wheel. As soon as it rolls over you, start heading up the ramp to kill the enemy. The place where the enemy was standing will always be a safe spot to wait for the next wheel.



Maneater Road

Entry Passes: 2

1 Your first time through the board, you can take the lower or middle pathway and just use Goemon. However, if you want to take the top path, you will need Sasuke to smash through the crumbling blocks guarding the platform.

Pochan Lake

Entry Passes: 1

1 Although the lake has an underwater shortcut that saves a lot of time, it is actually a little more dangerous if you are not familiar with Yae. Just swim across the top of the water with Goemon and keep heading to the right.

Spook Village

Entry Passes: 4

1 All meet up in Spook Village, and greet each other with cheer. As soon as night falls in the village, take Sasuke up to the top ramp to talk to the fireworks maker. Simply follow the pattern each time to earn an entry pass.

2 Press the palms of the hands together. Ohmmm. Visit the statues in

Spook Village. Talk to the statue outside the Tea House. He will tell you to go to Lake Pochan and put hats on his brother's statues. Make sure you only put hats on the statues that say exactly, "this guardian image" and not the fake statues that say, "this mysterious guardian image." To make sure you find all the statues, take the top walkway, and when you reach the end on the right, head back to the left on the lower walkway.

3 In the creepy Spook Village, hear the old woman's request. Be kind to your elders. This quest requires you to go and collect mushrooms for the old woman. Collecting just a few mushrooms is good for coins; you will have to get every mushroom on the board to earn the Entry Pass.

4 Iguana Man living in Spook Village is a little shy. Don't get angry at him. This quest requires you to play fetch and carry for all the iguana men in town. Start by getting the video from the iguana man in the shop. Take it to the well all the way at the bottom ramp and trade it for the pencil. Take the pencil to the top ramp and trade it for the handkerchief. Take the handkerchief to the well in the main part of

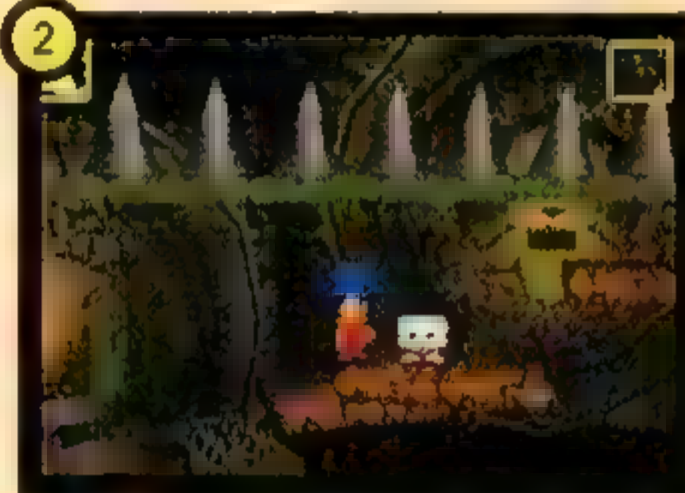
town and get the comic book. Finally, take the comic book to the well just outside the shop where this all started, and trade the it for an Entry Pass.

Majin Castle

Entry Passes: 0

1 Avoid the temptation to switch away from Goemon. Yes, there are some sections where it seems like Ebisumaru or Sasuke would work out better, but there are some tricks you can use. First, on those long pits full of spikes, just jump Goemon out there and take the hit. Get to the other side as soon as you can.

2 Toward the top of the tower, as the spikes begin to grind their way after you, you will have to get past stacks of crumbled bricks. Instead of trying to use Sasuke's bombs to clear them out, just stick with Goemon and use your double jump to get over them.



Final Bosses!

Majin Castle Sub-Boss:

Gerotsuki

Once the little ghost enters the golem, it will spring to life and attack you.

Attack Forms

• **Club:** A very basic attack; step out of the way and dash in to strike.

• **Roll and Roll:** The chubby golem will tuck into a ball and roll around the battleground. Run back and forth and try to cross past it when it is in the background or foreground.

• **Roof Collapse:** The golem will step into the background and use his club to shake the pillars, causing the roof to collapse. Try to stand still and dodge anything that falls down.

Weaknesses

• Keep hitting the golem until it falls. When the ghost pops out, rush up and pound the ghost two or three times. Repeat as necessary!



Majin Castle Final Boss:

God of Wind and Thunder

Fortunately, this robot is very direct, so it is easy to catch it with a rapid punch or your Mega Blast. Don't expect a lot of guile from this one—if it approaches you, it is going to hit you, so be ready to strike first.

Attack Forms

• **Missile Attack:** From time to time the floating green shapes around the enemy robot will break free and hurtle towards you. Use the **□** button to defend.

• **Huff 'n' Chuff:** You will see the robot puff up a couple of clouds of smoke, then come charging in. This is an easy attack to catch with the rapid punch **△** **○** **△** **○**. You can almost start your button sequence when the robot is far away and it will just rush right into it. In fact, anytime this robot is in your face, try a couple of quick jabs to stun

it, then unleash with your rapid punch. You will connect almost every time.

• **Mega Blast:** Of course this robot has a Mega Blast—so learn to see it coming. Since you can do most of your damage with the rapid punch, try to save your Mega Blasts specifically for getting first strike against your enemy's blast! Remember, if all else fails, you can pass the baton to your partner robot to get out of harm's way.





Underworld Underworld Checkpoint - Entry Passes Required: 20

You can spend a long time on this world just trying to complete all the town quests—and there are two towns here to deal with! Remember you can continue through the game and always come back later if you want.

Kaiware Road

Entry Passes: 1

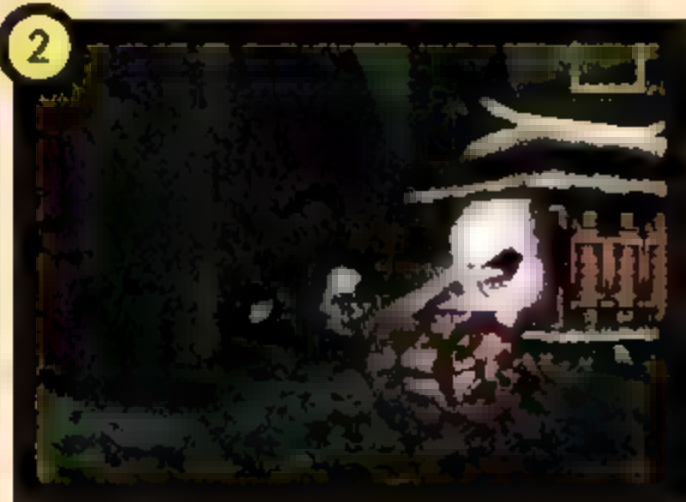
1 A very straightforward board, but there are some new enemies to look out for. First, be careful of the tiny mushrooms—they appear suddenly and move quickly. Also be on the lookout for those rude monkeys who will poop out little piles of live dung to get in your way. It's funny... 'cause they are monkeys.

Mokoko Forest

Entry Passes: 1+

1 This is a very simple level with a cool hidden secret. Play it through the first time with Goemon, then go back through with Yae so you can travel underwater to the bus stop. Look for the Tea House platform just below you and backtrack when you reach the first branch in the path.

2 Before you can go to the bus stop, you will need to go to Tree Stump Village and follow the hints there. Once you get Yae to the bus stop, just wait until nightfall for the ghost bus to take you to Creep Village.



Wonder Valley

Entry Passes: 2

1 One Entry Pass can be found by playing all the way through with Goemon, and not following the signs. If you follow the signs, you will need to switch to Ebisumaru briefly in order to reach a platform that is out of Goemon's reach.

Tree Stump Village

Entry Passes: 4

Be careful in this town; it is easy to get confused. Seek out the fortuneteller behind the purple door on the magic stump. He has the following quests:

- "Listen to the request of the girl who wants rid of the ghosts in Tree Stump Village." Speak to her with Goemon and she'll send you to kill the seven brothers who are terrorizing the area.
- "Children like to play outdoors even in poor weather. Let them play in Tree Stump Village." The children will ask you to play a game of hide-n-seek. It takes awhile to figure out all the hiding places there are in town. There are more hiding places than there are children, and they switch places every time you play. However, after just a few games, you should have them figured out!
- "Scary, scary debtor's hell in Tree Stump Village. SOS!" Once again Kenzo will ask to borrow money—this time the sum is 5000 ryu. Since you can't collect more than 999 coins at any one time, it will take you many trips to pay off this debt.

- "Dishes are found in the Secret Village. Will you go there for the poor girl in need of one?" You can find the dish you need in Creep Village.

Creep Village

Entry Passes: 3

Even here in Creep Village, there is a fortuneteller with quests for you:

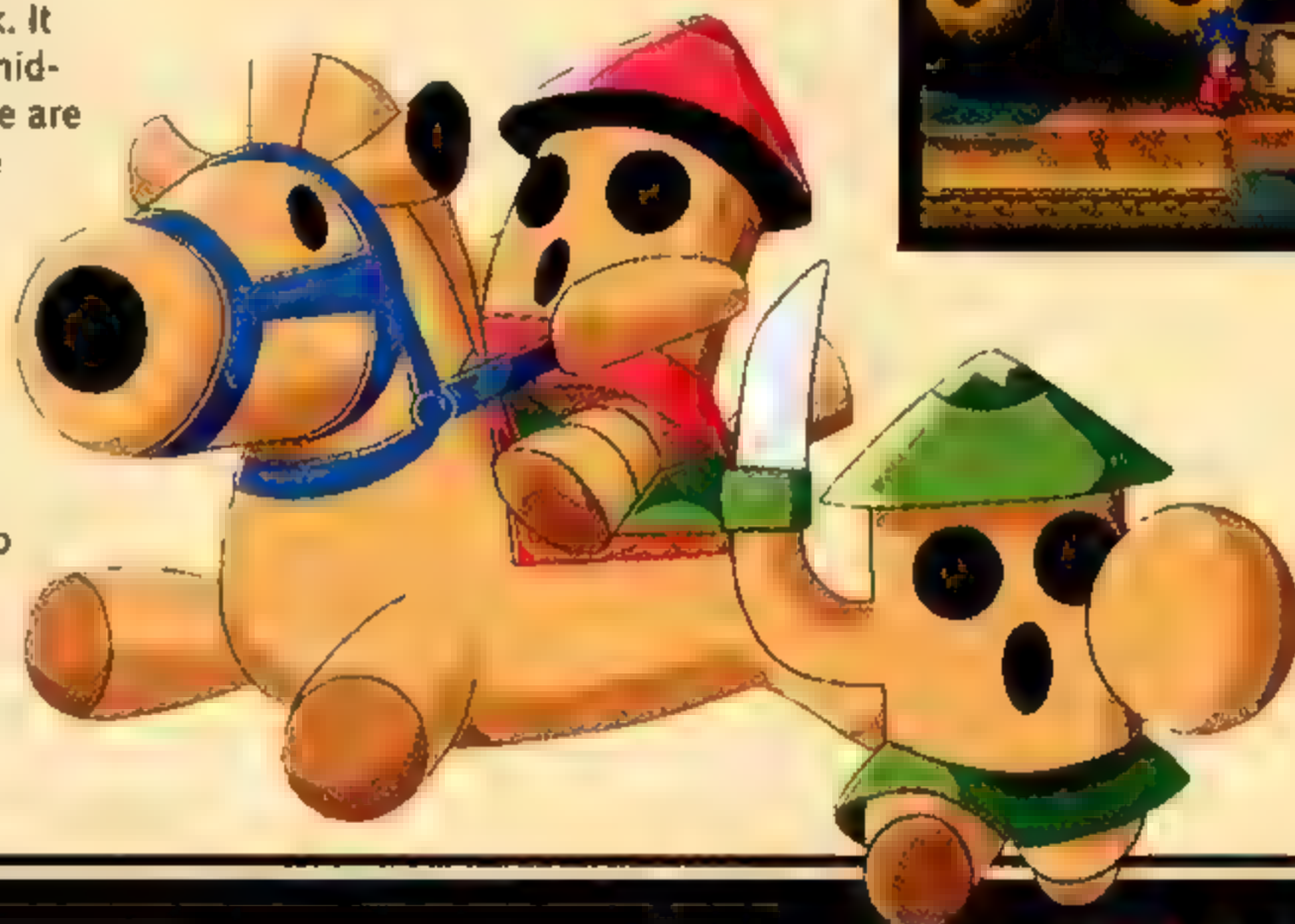
- "Defeat the crow if you can. Go to the Hidden Village." This quest mirrors the quest in Tree Stump Village.
- "Bathe in the home of the Tengu. What a joy. You mustn't get out too soon." Take Yae down to the bottom of the gorge and stand under the waterfall until the Entry Pass appears.
- "Satisfy the aches of an incredible eater in Creep Village, and don't lose your head." Make sure you have a Fish Rice Ball handy before you talk to any of the Tengu in Creep Village.

Underworld Castle

Entry Passes: 0

1 Things get interesting quickly as you cross the bridge into the castle. The moat monster will smash his club down, which not only hurts you, it can destroy the bridge as well. It will usually strike just ahead of you, so take your time crossing the bridge.

2 Don't miss the Golden Fortune Doll hidden on this level. If you are using Goemon, keep heading up just past the Tea House platform. When you reach the long pit of spikes, just jump out into it and take the hit. Keep heading up and to the right until you get to the long bridge full of bazooka men, and head back down to the left.



Final Bosses!

Underworld Castle Sub-Boss:

Kabuki64

This is an easy but entertaining sub-Boss.

Attack Forms

• **Block:** This is not so much an attack form as a defense, but when you see Kabuki64 pull out his wooden blocks, keep attacking or he will hop into the background for a more substantial attack.

• **Spike Columns:** This attack looks worse than it is. While Kabuki64 is in the background, he will gesture and huge spiked columns will fall down from the sky. He will always target the columns on you and you can see the shadow just before they fall. Just sidestep them until he comes back into range.

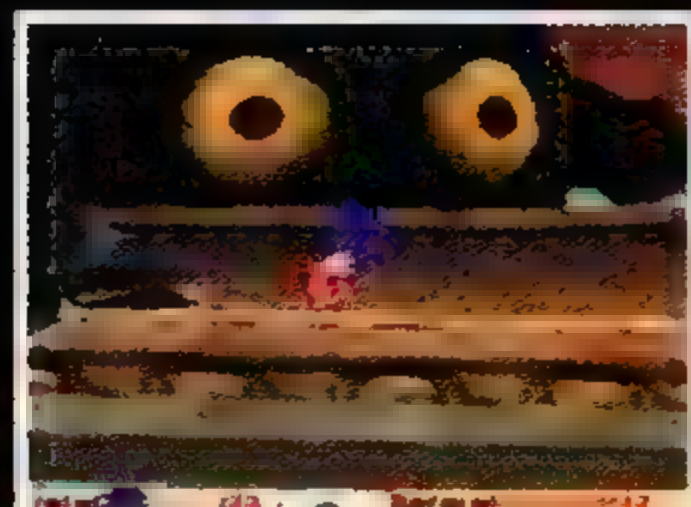
• **Kabuki Hop:** Kabuki64 will hop on one leg. If he touches you, you will

take damage. Make sure you chase after him and keep attacking.

• **Monster Smash:** Kabuki will get the moat monster to fight for him. As always, you will see a "Here" marker indicating where the monster is about to smash.

Weaknesses

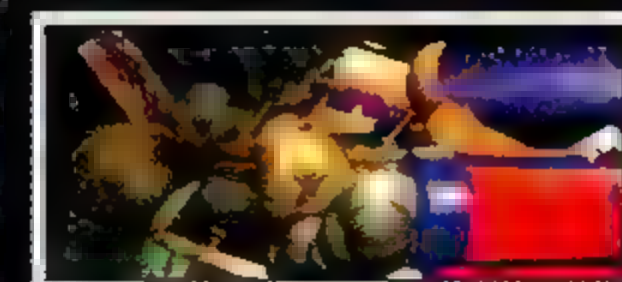
• Knock Kabuki64 down while he is hopping; this will stun him. Once he is stunned and the moat monster attacks you, line up so the monster smashes Kabuki64 instead!



Underworld Castle Final Boss:

Kabuki Final

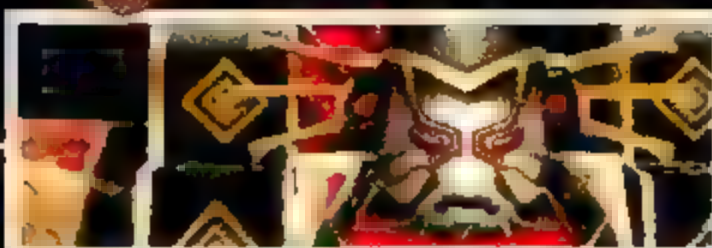
The watery floor seems to give your robots an advantage. When your partner robot boots Kabuki over into the water in front of you, have a rapid punch waiting when he stands up.



Attack Forms

• **Fan Attack:** This is Kabuki's missile attack. After he throws his fans expect him to close for an attack.

• **Teleport:** From time to time Kabuki can disappear and reappear closer to you. Face forward so you can see as much of the screen as you can and use your jab to back him off.



• **Hand of Death:** With his outstretched hand glowing red, Kabuki will charge forward and attempt to touch you. Kick him away before he can reach you.

• **Spotlights:** Kabuki's bright lights may look like a Mega Blast, but they can be punched or blocked out of the way. Unfortunately they span your whole view screen so it is hard to defend against all of them.

• **Mega Blast:** Of course, Kabuki has a Mega Blast. Pass control over to your other robot to defuse the situation.



Floating Castle

Floating World Checkpoint - Entry Passes Required: **30**

Welcome to the final, most difficult level. The Dream Castle here comes in several diabolic sections, each more difficult than the last. Before you head for the final showdown, spend plenty of time gathering money and extra lives.

Cloud Fortress

Entry Passes: 2

- 1 You'll meet another new and very dangerous creature in this world: the electro-bird. This creature takes two hits to destroy, is extremely quick and agile and has a variety of deadly attack forms. Try to kill it by keeping it just off your screen and shooting at it. If you are fast enough, you can run up to it and smash it before it takes flight.
- 2 To get the two Entry Passes on this board, make two runs through the level. On your first trip, always take the lowest path, and on your second trip, always try for the highest path.

Sky Garden

Entry Passes: 1

- 1 There are lots of paths through this board, but they all end up at the same finish, on a small hill. Don't be distracted by opportunities to change characters; stick with Goemon all the way through.

Wind Castle Wall

Entry Passes: 1

- 1 Use the windmills here to ride around into inaccessible portions of the board. The second windmill complex includes a Golden Fortune Doll for your trouble.

Floating World Town

Entry Passes: 3

- "The second bout between similar foes. Make sure you do not lose this one!" Another race between Ebisumaru

and his nemesis. This time he will stay ahead of you, but he will get distracted from time to time so you can take the lead. No mistakes!

- "Try another odd job in Floating World Town. Ease the problems of the kids." Get a Letter of Introduction from the odd man in his house; take it to the odd job where you must help ease the kids' fears about lightning.
- "A wife's love is a precious thing. Take the lovingly made lunch upon request." Use Yae for this task. Find the messenger and deliver his lunch before the counter reaches zero.



Dream Castle

Entry Passes: 0

- 1 The first section contains fallaway platforms and lots of swings. Make sure to keep a good supply of money so you have plenty of shot power. Each time you land on a swing, fire a shot or two to clear out the path ahead.
- 2 The second section contains long stretches of bridges made from fallaway platforms. A quick tip about fallaway platforms for hard core gamers: Given three platforms, Goemon can

double jump from platform to platform. By the time the third platform disappears, the first platform will just be reappearing. If you perfect Goemon's hang-time, you can keep yourself in the air indefinitely. Make no mistake, this section is killer.

- 3 Once you get past the second section you'll enter a room with some power-ups. Once you cross the room, double back and head through again—all the power-ups will reappear! The third section is a greenstone castle. Ride the smashers up just far enough to jump over the spikes—but get off before you get crushed against the ceiling!

- 4 The fourth section will require the underwater talents of Yae. Use her invincible dash and don't miss the Golden Fortune Doll!

- 5 Switch back to Goemon and head into the next section—more cauldrons of oil and bouncing lids, followed up by a short section of bony hands, guillotine blades and spike traps.

- 6 Next up are a couple of sections with floating platforms and grasping hands. Beware of flying jellyfish and nasty electro-birds.

- 7 The final section requires you to get across a bridge while a moat monster flails around with his giant club. The trick is to hold your ground until the monster zeroes in on you, then jump before he can swing.



Final Bosses!

Dream Castle Sub-Boss: Devil Death God

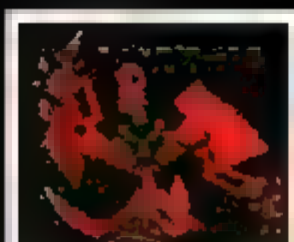
This time around, the giant robot is the sub-Boss.

Attack Forms

- **Flail:** Devil will usually start with this attack. It is very fast and does about 100 damage, so be ready to punch it.
- **Sigils:** A form of missile attack. Aim your jab just above and left of center to block them both.
- **Scythe Slash:** A straight dash forward followed by a slash. Easy bait.
- **Whirling Death:** The robot will put his scythe out and come whirling towards you. Good time for a rapid punch.
- **Summoning:** Devil will summon up a spectre of Bismaru. Use your jab to keep that deadly kiss away!

- **Hook and Throw:** Devil will scoop up your partner and hurl him/her at you. Don't worry about hurling your partner, just punch away.

- **Mega Blast:** Three bright blue flames signal this attack is on its way. Be ready to transfer control!



Dream Castle Final Boss: Dochuki

There's still lots of work to be done. The final Boss has two forms:

Human Attack Forms

- **Blast Globes:** Goemon can simply double jump straight up to avoid these.
- **Plasma Ball:** Try to strike Dochuki before he can release this bouncing ball of doom.

Human Weaknesses

Killing Dochuki's human form is quite simple: Strike him when he tries to circle across the bridge beside you.

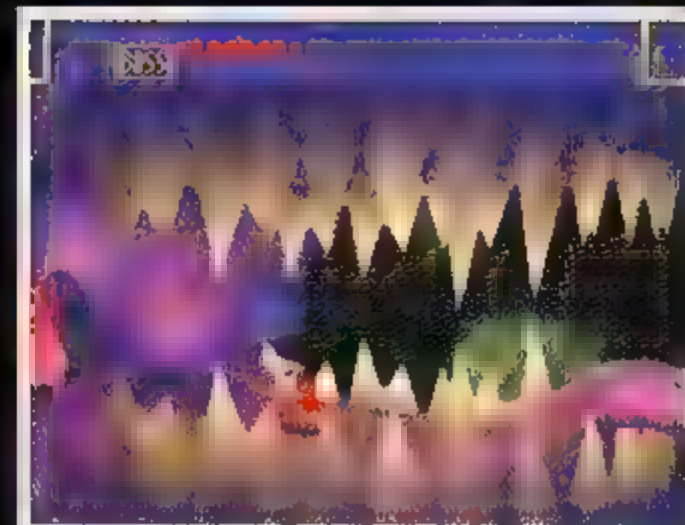
Demon Attack Forms

- **Chomp:** Dochuki will bite down onto the bridge where you are standing.
- **Eye Lasers:** Avoid the eye lasers by running to either end of the bridge.

- **Deadly Snort:** Dochuki will breathe a huge cloud of poison gas from his nostrils. Run away!

Demon Weaknesses

Finishing Dochuki is no simple task. Wait for him to chomp you, then quickly turn around and hit him. Strike him five times and he will collapse onto the bridge. While he is stunned, run into his mouth and pummel his tonsils. You should have time for four or five good hits before he breathes you out again. Repeat until he is finished!



Beetle Adventure Racing!



Location Guide

XG Strategy
by Andrew Baran

Most gamers will spend a lot of their time playing the Championship courses rather than the multiplayer Beetle battle. The primary reason behind this is that in order to open up the game's secrets, you will have to master the races. This is the only way to open up secret cars, arenas and cheats.

The Racing Mode is reminiscent of San Francisco Rush, with outworldly physics and secret shortcuts. Other than potentially cutting down your time, the shortcuts often contain bonus boxes. If you can collect 100 bonus points in a given race, you will open an arena in the Beetle Battle. If you beat a circuit (Novice, Advanced or Professional) you will receive extra cars.

Learning the courses as well as the physics is essential to winning this game. You'll need to know where each shortcut lies, or how to jump at a specific angle. Not every shortcut will save you time, and you may not be able to use a shortcut in every lap. By memorizing each course, you will greatly improve your game.

Personal Advice: If you want the easiest time unlocking all the secrets in Beetle Adventure Racing, you'll want to play a certain way. Play through all the circuits. This way, you can earn the fastest cars. With the best cars, you'll have enough time to search the Wicked Woods for the Time Attack Bonus Boxes secret. With this cheat enabled, you can collect the bonus points in the Time Attacks, and practice for the real thing. There's no way to cheat to get all of these. From here on, opening the rest of the game is much easier.

Database

time to complete **70+ hours**
challenge **hard**
best car **Police**
hardest level **Metre Mayhem**
coolest level **Inferno Island**
lots of secrets **yes**
system **N64**
publisher **Electronic Arts**
developer **Electronic Arts**

Racing-Championship Mode



Hand Braking

Master the Quick-Turn: If you're going to succeed in this game, you need to learn how to turn quickly. By holding in the direction you want to go, and pressing the handbrake and brake *exactly* at the same time, you'll execute a hard turn. The danger of doing this is when you over compensate or forget to countersteer to pull out of your turn. If you mess up in the faster cars, you'll either slam into a wall or spin out.

Quick-turning isn't very important in the early levels, but later on you will have to navigate some nasty hairpins. Just braking isn't enough. You'll have to powerslide or wreck your car. If another car hits you sideways, it has a good chance of exploding.



The Shortcuts

Not always a good thing: If you're racing to beat the circuits, you have to be aware of which shortcuts will save you time and which ones will set you back. This guide will tell you the ones to avoid and which can give you an easy lead.

For collecting the bonus boxes: If you are trying to collect all the bonus boxes, you must traverse each shortcut at least once as well as place within the top three. The way the levels are set up, you will not be able to get all the boxes in a single lap. You must experiment and find the way that's best for you. If you take a shortcut, it is very likely that you will miss another because of it. A great deal of this game is memorization.



Car Selection

More Beetles to enjoy: As you progress through the circuits, you will gain additional cars. For every circuit you win, you will receive three additional cars. If you're going to have a ghost of a chance, you must upgrade. The third car (most often identified with an "8" on the side) is generally the best overall choice. Yes, they're all Beetles.

The ultimate car? The last car you earn is the police car. Not only does it excel in speed and handling, it also has a special power. If you press the Right Shoulder button, the other cars will stop moving. If you are feeling particularly sadistic, you can blow the siren and hit the other cars. If you are fast enough, the other bugs will shatter!

Beetle Battle

How to play: Between two and four players can compete in an enclosed arena. The objective is simple: Collect one of every color ladybug and escape. Use weapons to make your opponents and force them to lose the bugs they have collected.

Opening up the arenas: By collecting 100 bonus points on each track in the Championship Mode, you will earn another arena to compete in.

Strategy tips: If you think you're fast, try to nab the ladybugs before the other cars. This works well, but it's far easier to hunt down the other players and steal the bugs they try to collect. Not only does this let you keep your eyes on your opponents, you get a deep sense of satisfaction annoying your friends.

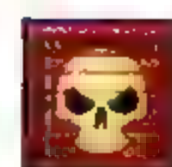


Multiplayer Weapons

Having a hard time getting all the Beetles? Shoot the opposition!



Mines: Drop down exploding crates after you grab this item. They make excellent traps.



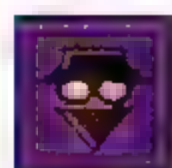
Poison: Reduces your health if you drive over this box. Avoid this one at all costs.



Invincibility: This makes your car impervious to the attacks of others for a short period of time.



Rocket: These homing weapons will nail an opponent and whittle down his life.



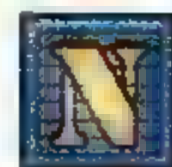
Stealer: Shooting an opponent with this weapon will force him to give up one of his ladybugs.



Repair Wrench: This box will refill some of your health meter if you've sustained any damage.



Mystery: Causes strange effects to flip or fog your playing screen. Do not hit one of these!



Nitro: By slamming into this box, you will get a burst of speed. Use for escaping enemies.

Coventry Cove

Level Statistics

Difficulty:

Easy

of Flower Boxes:

Three

Available in Championship:

Always

Available in Full Grid:

Always

Winning Coventry Cove: This is the easiest level in the game. It gives you a good feel for how the secrets are hidden throughout the level. If you are purely racing you will want to try Shortcut #4, as this is the most time-saving route on the track. Avoid Shortcuts #1 and #6.



Flower Boxes

Box One

Effect: Two-player handicap

Where: Look for a hole in the grey wall next to the crane in the city. Drive through to find the first box.

Box Two

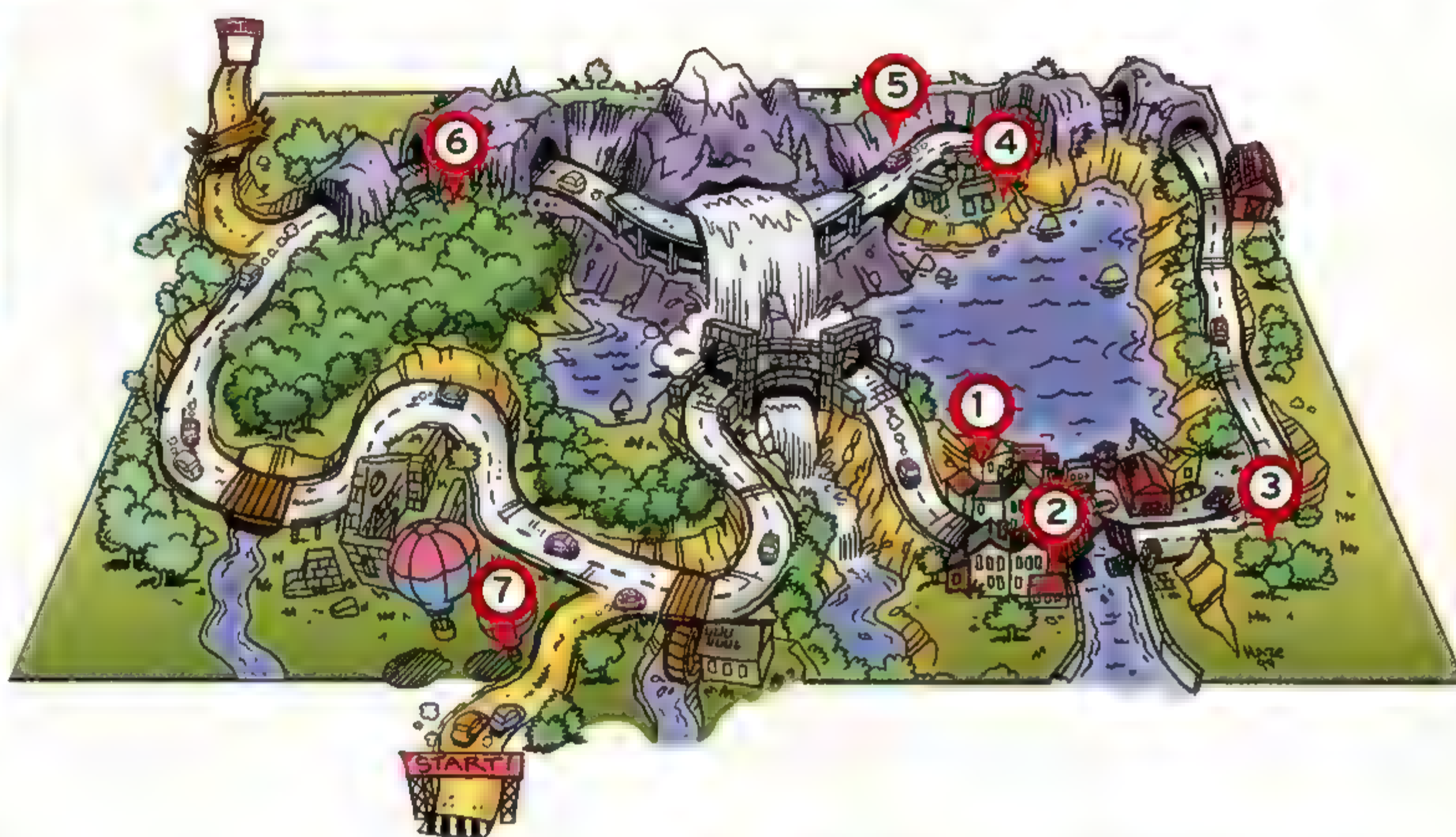
Effect: Radar

Where: When approaching the barn, ram into the haystack on the left side of the entrance for another secret.

Box Three

Effect: ? Mode

Where: Jump to the island with the Stonehenge structure. The box is hidden behind a pillar.



Shortcut #1

2 X3 5 X2 10 X0

Through the Glass Window: By driving through a glass window, you can find a narrow path leading to some docks. There's a tricky jump and lots of boxes.



Shortcut #2

2 X2 5 X0 10 X0

Through the Alley: There's a narrow path on the right side of the telephone. Aiming for the small passage is kind of tough. Just don't hit the phone.



Shortcut #3

2 X2 5 X0 10 X0

The Train Tunnel: If you follow the train tracks, they will lead straight to a tunnel. Inside is a couple of boxes as well as a Nitro to burst you forward.



Shortcut #4

2 X1 5 X1 10 X0

Stonehenge Jump: Right before you get to the lake, there will be a stony outcropping you can use as a jump to reach the Stonehenge area.



Shortcut #5

2 X0 5 X2 10 X0

The Lost Mine: If you don't take the Stonehenge jump, you can find the entrance to the mine on the right side of the track just past a large boulder.



Shortcut #6

2 X1 5 X1 10 X1

The Cave: Just past the exit of the Lost Mine is a narrow ledge on the left leading to a cave. Drive in the very middle of the cave to grab all of the boxes.



Shortcut #7

2 X3 5 X1 10 X1

The Church Secret: There are two ways to enter the castle. You can break down the boarded door to the church to find an easily missed box inside.



Racing tip: The third car in each series of Beetles you earn generally is the best when it comes to handling. If you want a much easier time beating the game, concentrate on handling over acceleration or speed. This is important for when you want to grab the bonus boxes too, because you don't want to blow right past them.

Mount Mayhem

Level Statistics

Difficulty:

Easy

of Flower Boxes:

Three

Available in Championship:

Always

Available in Full Grid:

Always

Winning Mount Mayhem: This track is pretty easy overall. You'll want to race a fast car if you hope to take the mega jump at Shortcut #6. If you want to shave some precious seconds off your time, Shortcut #5 will remove 10 seconds (yes, 10!) off your time. It can put you in the lead.



Shortcut #1

2 X1 5 X1 10 X0

Jump and Break: When you first enter the snowy area, there will be a box atop a jump. Use the jump to carry you to the glass door of the nearby building.



Shortcut #2

2 X0 5 X2 10 X0

The Ski Jump: Crash through the last building on the main section of the city to find a ski lift. Jump far enough from the lift to reach a secret area.



Shortcut #3

2 X2 5 X1 10 X0

A Government Secret: The first bridge you come to is broken and surrounded by black helicopters. Use the rubble to jump to a hidden cavern below.



Shortcut #4

2 X4 5 X0 10 X0

The Icy Waterfall: By driving through the center of the waterfall, you'll reveal a winding cave behind it. This makes for an excellent shortcut.



Shortcut #5

2 X1 5 X1 10 X0

Pipeline Shortcut: As soon as you reach the large oval pipeline section, use the handbrake to take a hard left. This shortcut contains two boxes.

Flower Boxes

Box One

Effect: Random Track Music

Where: After the mega jump, take the right-hand passageway. Follow the path until you reach the bridge. You'll find the Flower Box right after the bridge on the left side of the road

Box Two

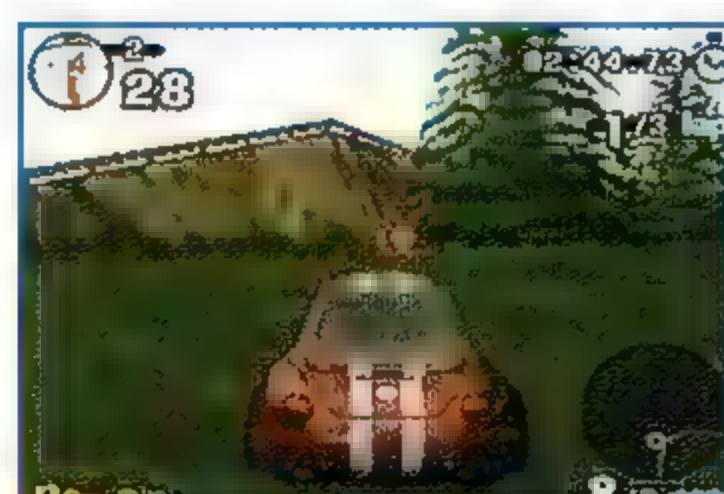
Effect: Color Changing Car

Where: Just outside the mega jump cave there will be a couple of trees. These are just before the tree-covered cave on the right side.

Box Three

Effect: Health

Where: When you come to the end of the city street before the ski lift, drive slowly and drop off the far end.



Shortcut #7

2 X2 5 X0 10 X1

The Mega Jump: When you get to the ice cave, hang to the right and jump straight from the upper level. If your car is fast enough, you'll find a new area.



INFERNO ISLE

Level Statistics

Difficulty:
Moderate
of Flower Boxes:
Three
Available in Championship:
Always
Available in Full Grid:
After defeating the Novice Circuit

Winning Inferno Island: This course starts hitting you with hairpin turns, especially inside of the volcano. You'll need to use the handbraking technique shown on the first page. Shortcut #3 will save you the most time. All the others will actually cost you a few seconds.



Shortcut #1

2 X2 5 X0 10 X1

The High Road: Right before you enter the dinosaur area, there is a hard-to-reach dirt road on the right. You'll find a jump leading right through a hut.



Shortcut #2

2 X5 5 X1 10 X0

City Side streets: As soon as you enter the city, crank the brake and take a hard left. This will send you to a higher road that will turn you down the side streets.



Shortcut #3

2 X1 5 X1 10 X0

The Wharf: Just after the city you will come across a wooden dock structure. If you drive down it, keep to the center. There are two jumps you'll have to make.



Shortcut #4

2 X0 5 X1 10 X0

By the Lighthouse: This easy-to-miss route is right in front of the lighthouse. Drive through the signs and nab the elusive bonus box behind them.



Shortcut #5

2 X1 5 X2 10 X0

Above the Volcano: There will be a dirt road leading upward just past the wharf (if you don't take that shortcut). This will take you above the volcano.

Flower Boxes

Box One
Effect: Time Limit
Where: Smash through the house closest to the finish line to find this box.
Box Two
Effect: Ladybug Color Change
Where: Down the first shortcut, use the bridge to burst through the native hut. Slow down while jumping and you'll find it on the right side of the dwelling.
Box One
Effect: Field of View
Where: In the village, take the second turn at high velocity. If you are fast enough, bank to the right, and you will land on one of the buildings' roof. The box will be right behind where your Beetle car landed.



Shortcut #7

2 X0 5 X2 10 X0

Under the Bridge: If you slow down and aim for under the rickety bridge, you will find a passageway heading to an area between dueling pirate ships.



SUNSET SANDS

Level Statistics

Difficulty:
Moderate
of Flower Boxes:
Three
Available in Championship:
In the Advanced Circuit
Available in Full Grid:
After defeating the Advanced Circuit

Winning Sunset Sands: This course takes awhile to become familiar with it. Sometimes it's just hard to see where to go. Take a few laps to get used to it first. There are only two goods shortcuts. You'll want to take routes #2 and #5. Don't worry about the bonuses yet.



Shortcut #1

2 X0 5 X0 10 X1

Cliff Jump: Look for a sandy ramp on the right side of the track near the start. You'll have to angle your jump carefully if you want to collect the bonus box.



Shortcut #2

2 X3 5 X0 10 X0

The Desert Road: If you drive off the road and hang to the left, you will come across a dirt road. This will allow you to jump to the center temple structure.



Shortcut #3

2 X1 5 X0 10 X1

The Temple Switch: Entering the top floor of the temple will take you to two logs that form a switch. Hit them and circle the track downward.



Shortcut #4

2 X0 5 X2 10 X0

Sphinx Secret: If you have flipped the log switch, a ramp will form in the center of the fire room. Ride until you reach the sign. Wait on the red stone section.



Shortcut #5

2 X1 5 X1 10 X0

The Lost Tomb: There is a boarded-up tomb that makes an excellent shortcut. Once inside, make sure you cling to the right or the pillars will hit you.



Shortcut #6

2 X2 5 X? 10 X?

The High Road: Near the end of the course is a section where you can ride a ridge on the left side of the track. This will take you to hard to get boxes.

Flower Boxes

Box One

Effect: Number of ladybugs

Where: At the start of the race, head to the hill on the right side of the screen. Watch your speed, and you'll be able to grab a Flower Box.

Box Two

Effect: Handbrake Power

Where: Right before the temple switch, look to the back far-right corner outside of the entrance. It's hidden pretty well.

Box Three

Effect: Breakables

Where: When driving through the small village, head down one of the smaller shortcuts to find a stall selling various items. The box is hidden behind the counter.

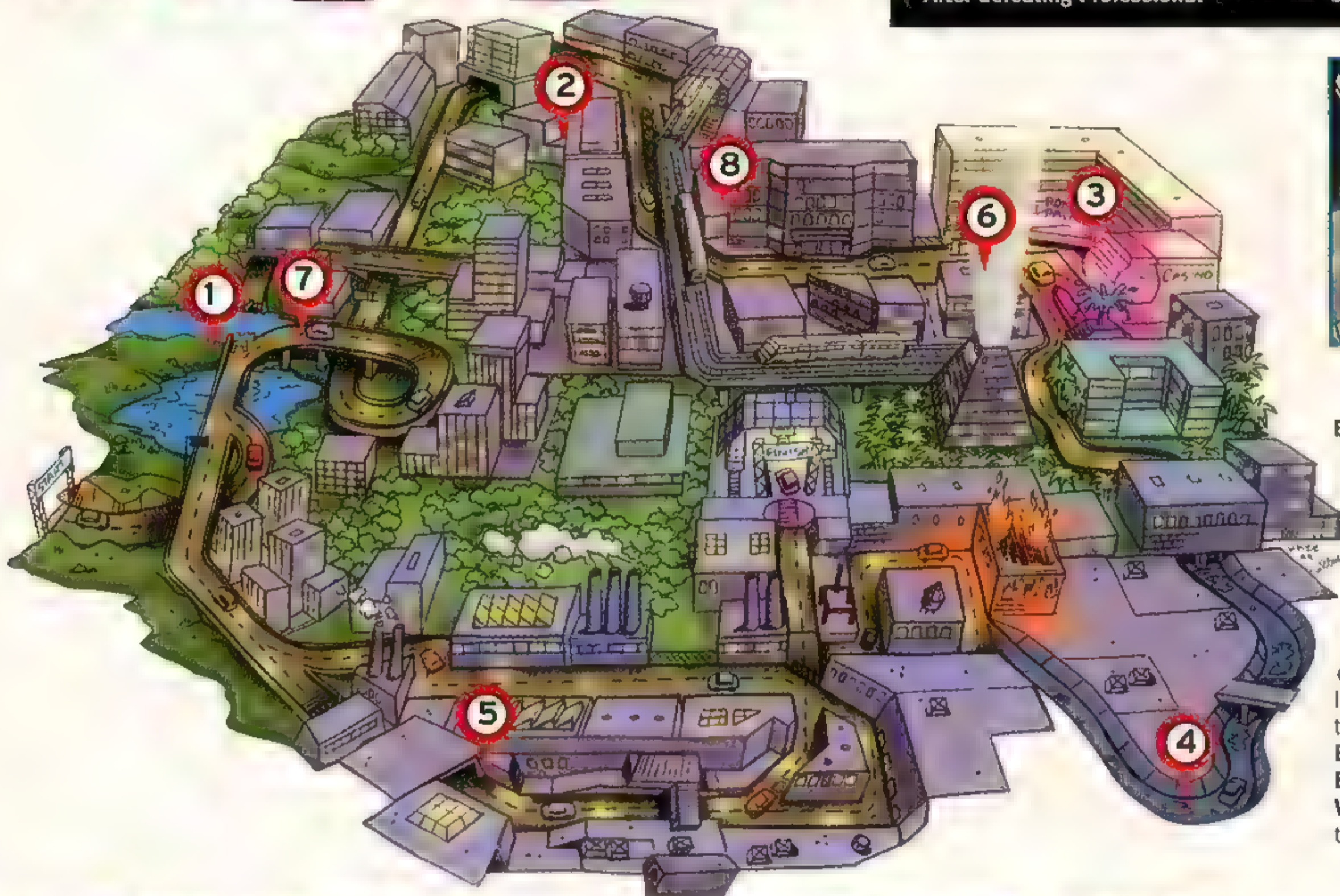


METRO MADNESS

Level Statistics

Difficulty:
Hard
of Flower Boxes:
Three
Available in Championship:
In the Professional Circuit
Available in Full Grid:
After defeating Professional

Winning Metro Madness: This level is loaded with so many paths, it's easy to get lost. Winning the race is actually fairly simple, especially if you use Shortcut #1. It's collecting the boxes that will be the real pain in the butt. Avoid most of the other shortcuts if you are just racing.



Flower Boxes

Box One

Effect: Time Limit Bonus Boxes

Where: This box is easily nabbed by entering the train station and following the tracks to the right. The box is inside of the dead end.

Box Two

Effect: Damage

Where: On the area with the loading docks, you will see a wooden overpass. If you enter the overpass, you will see the box inside.

Box Three

Effect: Horn

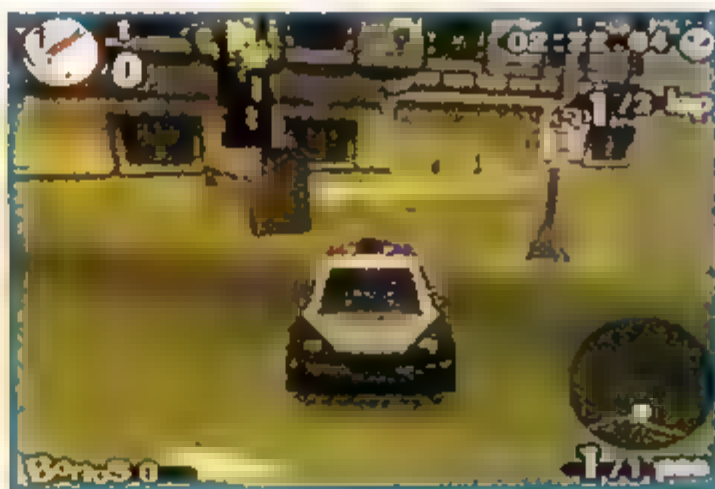
Where: You'll find this box hidden near the entrance to the movie theatre.



Shortcut #1

2 X0 5 X0 10 X0

Through the Guardrails: Drive through the guard rails to find a shortcut that will give you an early lead. Make sure you're going fast enough for the jump.



Shortcut #2

2 X2 5 X1 10 X0

The Train Station: Behind one of the guardrails in the first city section is a series of breakable glass doors. These will let you on the train tracks.



Shortcut #3

2 X1 5 X2 10 X0

Watch your speed: When jumping through the fountain, be aware that your speed will determine where you go. There are two floors in the casino.



Shortcut #4

2 X2 5 X2 10 X0

Second Sewer Route: Hang to the left inside of the sewer to find a whole new secret route. You'll need to maintain a high speed because of the jumps ahead.



Shortcut #5

2 X1 5 X0 10 X0

Parking Garage: At this point on the map, there is a breakable wall where you can enter a parking garage. There really isn't much here but open space.



Shortcut #6

2 X1 5 X1 10 X0

Up the Stairs: By riding up the stairs at full speed, you will be able to collect two bonus boxes. Remember, you must be going very fast to make it.



Shortcut #7

2 X2 5 X5 10 X0

Another Guardrail: After you complete your first lap, there will be another guardrail you can squeeze right through. A pretty big payoff here.



Shortcut #8

2 X1 5 X1 10 X1

The Movie Theatre: If you can find it, the movie theatre has the most bonus points. It will be on the left side of the screen. Look to the map for guidance.

WICKED WOODS

Level Statistics

Difficulty:

Hard

of Flower Boxes:

Three

Available In Championship:

In the Bonus Circuit

Available In Full Grid:

After defeating the Bonus Circuit

Winning Wicked Woods: Winning the race of this level is somewhat easy, it's finding all the bonus boxes that will drive you utterly insane. The best bet you have is to keep your speed high at all times. Most of the shortcuts require you to be traveling at a tremendous speed.



Shortcut #1

2 X0 5 X0 10 X1

Tree Hole Jump: Right before the first giant tree, there is a small section of ground that you can use to jump through the center of the tree.



Shortcut #2

2 X0 5 X0 10 X1

Jump through the Clock Tower: Before the clocktower there will be a Nitro for you to hit. If your aim is good, you will fly right into the tower!



Shortcut #3

2 X1 5 X1 10 X0

Sewerway: The center of the road in the town hides a small section of sewers you can enter to find a couple of boxes. It's pretty easy to find.



Shortcut #4

2 X0 5 X0 10 X1

Nitro Jump: There will be a massive jump that you will have to use to obtain a 10-point box. In order to accomplish this feat, there is a Nitro.



Shortcut #5

2 X5 5 X0 10 X0

The Dungeon: On the right side, before you enter the haunted mansion there is a small opening leading to a dungeon and a lot of boxes in the center.

Flower Boxes

Box One

Effect: Cars

Where: This secret is found just past the castle. You'll have to stop and turn around. Look around the left side of the castle and it will be there.

Box Two

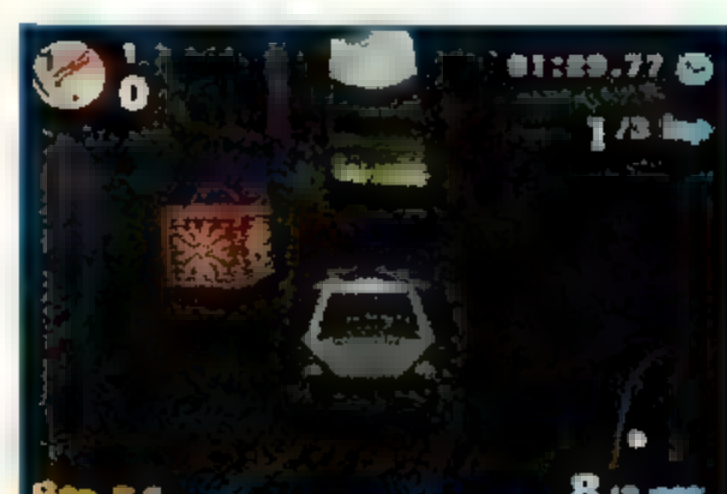
Effect: Environment

Where: This box is in the middle of the air right at the Nitro Jump at Shortcut #4. It's pretty tough to grab.

Box Three

Effect: Power-ups

Where: If you head through the haunted house, follow the steps all the way to the top. A Flower Box is your reward for making it thus far.



Shortcut #6

2 X9 5 X1 10 X?

Weirdness: After leaving the dragon's cave, leap to the left bankment. Follow the path closely and build up your speed for the massive jump.



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Issue #1- \$15

October 1997

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force
non-playables: Tomb Raider II, NFL GameDay 98



Issue #6- \$7.99

March 1998

Demo Disc Only!
playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo



Issue #11- \$15

August 1998

Metal Gear Solid Vigilante 8 Strategy

Demo Disc includes:
playables: Tekken 3, Turbo Prop Racing
non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid



Volume 2- \$10 Issue 4

January 1999

Gex Deep Cover Gecko Tomb Raider III Strategy

Demo Disc includes:
playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu
non-playables: Rugrats, Test Drive: Off-Road 2



Issue #2- \$10

November 1997

PaRappa the Rapper Bushido Blade Strategy

Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars
non-playables: NHL FaceOff 98, Ghost in the Shell



Issue #7- \$10

April 1998

10 Overlooked PS Picks Resident Evil 2 Strategy

Demo Disc includes:
playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE
non-playables: Blasto, The Granstream Saga



Issue #12- \$10

September 1998

PlayStation's Birthday Elemental Gearbolt Strategy

Demo Disc includes:
playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.
non-playables: Metal Gear Solid, Rival Schools, Test Drive 5



Volume 2- Issue 5

February 1999

Dead or Alive Feature 1997 OPM Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker, Tomb Raider II, Conquer: Red Alert, Pitfall 3D, Resident Evil
non-playables: Monster Rancher



SOLD OUT

Issue #3- \$10

December 1997

Cool Boarders Strategy

Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One



Issue #8- \$10

May 1998

Psybadek Feature Tekken 3 Strategy

Demo Disc includes:
playables: Einhänder, Gex: Enter the Gecko, Klonoa
non-playables: Dead or Alive, Gran Turismo

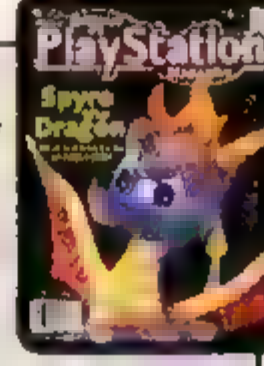


Volume 2- \$10 Issue 1

October 1998

Spyro the Dragon Strategy

Demo Disc includes:
playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3
non-playables: Parasite Eve, Rival Schools, NFL GameDay 99



Volume 2- \$10 Issue 6

March 1999

PlayStation Dictionary Syphon Filter Strategy

Demo Disc includes:
playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er
non-playables: NCAA Final Four '99, Guardian's Crusade

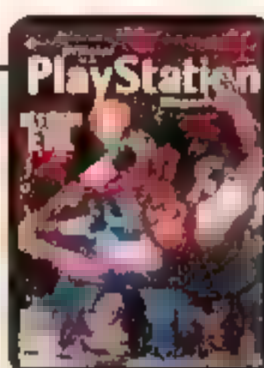


Issue #4- \$10

January 1998

Resident Evil 2 Feature Tomb Raider II Strategy

Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2



Issue #9- \$15

June 1998

Metal Gear Solid Preview Gran Turismo Review

Demo Disc includes:
playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive
non-playables: Tomba, Jersey Devil



Volume 2- \$15 Issue 2

November 1998

Tomb Raider III Metal Gear Solid Strategy

Demo Disc includes:
playables: MediEvil, WarGames: Defcon 1, G. Darius, Dragon Seeds, Colony Wars: Vengeance, Future Cop L.A.P.D.
non-playables: Crash Bandicoot: WARPED, Abe's Exoddus, Brave Fencer Musashi, Rugrats, T'ai Fu, Tenchu, You Don't Know Jack



Volume 2- \$10 Issue 7

March 1999

The Year of the RPG Silent Hill Strategy

Demo Disc includes:
playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar
non-playables: Legend of Legaia



Issue #5- \$10

February 1998

Dead or Alive Feature 1997 OPM Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer
non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher



Issue #10- \$7.99

July 1998

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer
non-playables: NFL Xtreme, MLB 99, Tekken 3



Volume 2- \$10 Issue 3

December 1998

Metal Gear Solid Crash Bandicoot: WARPED Strategy

Demo Disc includes:
playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagoro: Deception II, Metal Gear Solid
non-playables: Silent Hill, Knockout Kings, Big Air



Volume 2- \$10 Issue 8

March 1999

Star Wars: Episode I, The Phantom Menace Legend of Legaia Strategy

Demo Disc includes:
playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender
non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends



R4

BRIDGE RACER TYPE 4



"OK, so you've seen the intro, and you know the deal with Reiko (the bright 'n' sassy Namco lass). Naturally, you want to know how to unlock that wicked R4 ride that picked her up, right? Although the folks over at XG paid me big money just for my racing expertise (to unlock all 321 cars complete with detailed statistics, ratings and overall values), I, Johnny McSwift, decided to take it one step further and show you how to unlock the car that gets the ladies."

-Johnny McSwift

Car Stats:

Model: Detector
Manufacturer: Lizard, U.S.A.
Racing Team: R.T. Solvalou
Overall Rating: Very Good
Handling: Very Good

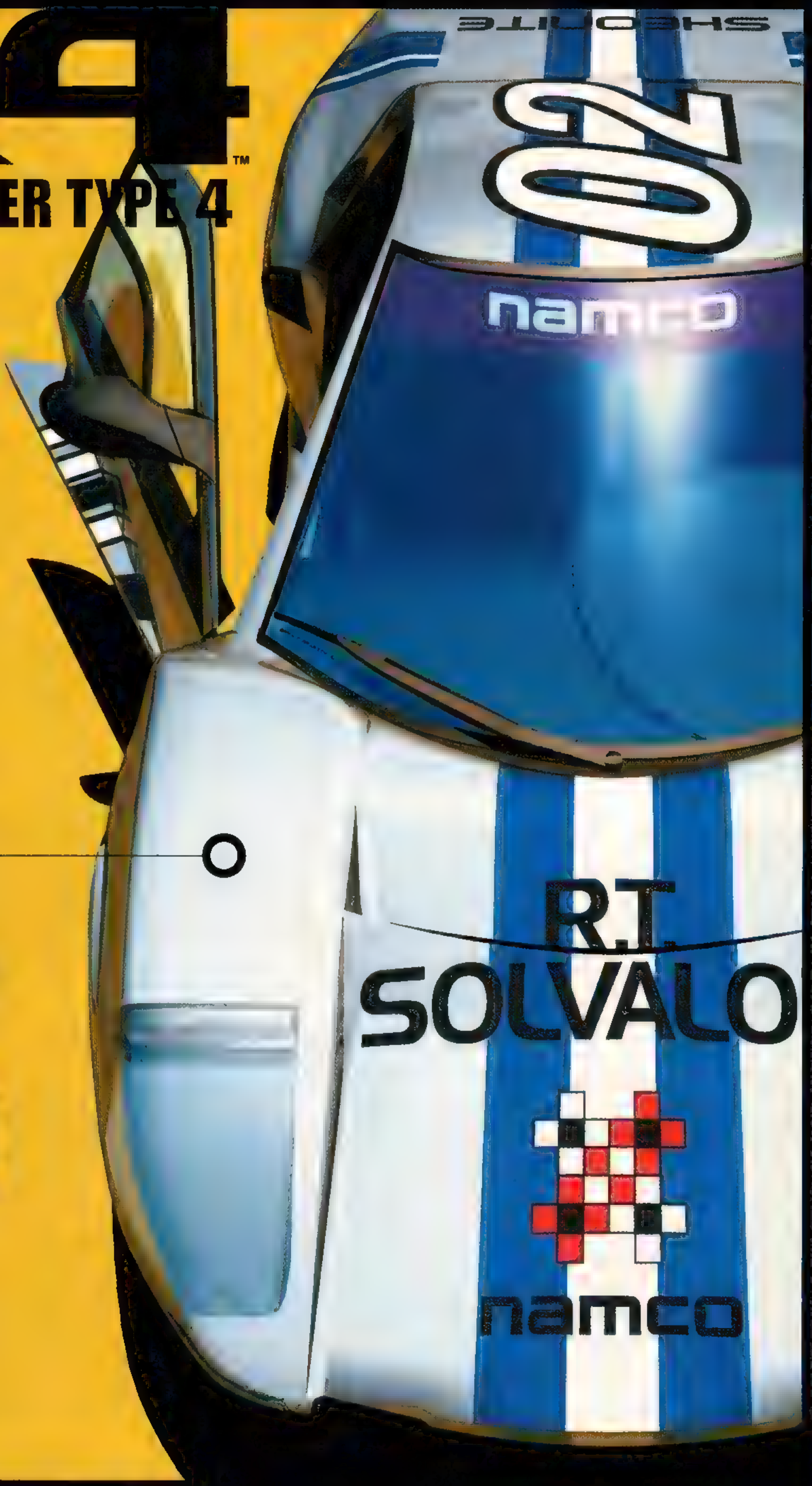
Stats Per Racing Team:

Team:	MMM	DRT	PRC	RTS
Speed:	285	290	294	306



So how do I unlock the R.T.S. Detector anyway?

Simply place 3rd, then third again in the first heat. Then place first, followed by a second place finish in the second heat. Finally, get first place in all four of the final GP races to unlock it. (Note: You need to place EXACTLY as stated above to get this car. Check out the "So You Want a Specific Car?" sidebar on the top of page three if this is too confusing).



Detailed Racing Strategies, Get all 321 Cars!

by Jim Mazurek

Getting Started

General Driving Tips

If you're a veteran to the racing game genre, you won't need much to learn about R4. The trickiest part is learning how the interface works. Dealing with your garage, car inventory, unlocking tracks, and finding secret cars is the hardest part. With gameplay, the most arduous challenge you'll face is whether or not to get proficient

with the "Grip Type" cars, or with the "Drift Type." Grip cars are exactly as they sound, sticky tires and great handling enable you to take turns like a pro. The Drift type require a little more "experience" out on the track, as they are much more likely to spin out uncontrollably when braking too hard into a corner.

Hot off the CD presses as perhaps the second most anticipated racing title of 1999 (after Gran Turismo2 of course), R4 bumps up the racing genre to yet another level of realism, excellent gameplay and sheer gaming strategy.

Awkwardly, the game is plagued with a strange interface and an even wackier selection of cars as compared to Ridge Racers of the past. However, if you're a fan of the series, expect R4 to boast the best graphics and gameplay of any Ridge Racer to date.

On the strategy side, the game doesn't offer nearly as many options as Gran Turismo or even Need For Speed (no car upgrading? Come on...), nor does it really scream "master techniques needed." It does however, require a good couple weeks of hardcore play time to unlock all 320 cars, eight tracks (all of which can be mirrored) and the extra bonus modes.

Database

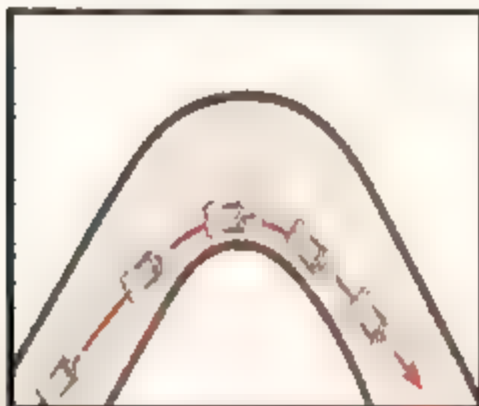
time to unlock all cars? jeez...
difficulty standard racer
best feature 320+ cars
the tracks? great design
the cars? weird-mobiles
still the fastest my SS396
system PlayStation
publisher Namco
developer Namco



Grip Type (Novice/Intermediate)

Terrazi/Age Solo

Grip cars don't slide nearly as much as their Drift-type cousins, due to their excellent traction and stiff suspension. It's advantageous to use the Grip cars in the beginning of the game, as they require a much more straightforward playing style. Here's a breakdown on the Drift technique in corners:



Jimz Preferred Method:

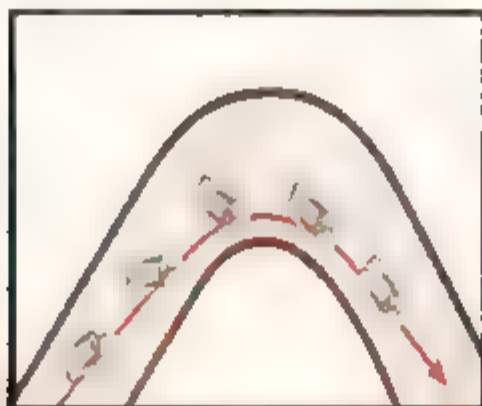
- 1 Turn
- 2 Tap the brake button (keep the throttle on)
- 3 Feather the brakes as needed

As you can see, taking corners with the Grip cars is about as easy as can be. Compare the technique to the Drift method, which requires much more concentration and subtle controller tweaks.

Drift Type (Advanced)

Lizard/Absolute

With Drift cars, you'll have to predict when to release the accelerator before actually turning. Certain corners don't require sliding, and you're better off just feathering the throttle (or the brakes) to keep the bodywork from kissing the wall. Here's a breakdown on the Drift technique in corners:



Jimz Preferred Method:

- 1 Turn
- 2 Release the accelerator
- 3 Get on the throttle immediately after losing traction!
- 4 Adjust left or right (ever so slightly to stay on the track)

Remember there are different ways to accomplish a successful Drift Type turn. Listed above happens to be the most preferable of the types that I've tested. Analog control is KEY to executing a successful drift turn.

Unlocking the Tracks/Modes



When you begin, only the first four tracks will be playable. After you complete the Grand Prix once (with any car manufacturer) all eight tracks will be playable. In addition, the reverse tracks will be available in Time Attack Mode. The Extra Trial Mode will also become available after winning

the Grand Prix, which is where you'll go head to head against each of the racing team's most wicked machines. Beat those guys one on one, and they too will become playable cars. Essentially, after you beat the Grand Prix once, you'll have every possible track/mode unlocked.

Unlocking the Cars



You'll start with only eight cars at your disposal, four selectable teams, and four separate car manufacturers. As you progress through the Grand Prix repeatedly with different teams and manufacturers, a number of new cars will become unlocked. The better you place in the grand prix, the more preferable

the selection of cars you'll win as a prize. Note that all four manufacturers produce 20 models for each of the four teams, generating a grand total of 320 playable cars. Also, if you're crazy enough to unlock all 320 cars (a grand feat indeed), you'll get the very special Pac-Man Mobile.

Unlocking the Cars

I'll make this over-complicated system of earning the cars as easy as one-two-three. The higher you place in the Grand Prix, the better the selection of cars you'll receive. Each team has a total of 19 cars for each manufacturer, for a grand total of 304 cars

available in the Grand Prix Mode. Every time you see the text "+15 Top Speed" (or any other derivative) after winning a race, a new version of your car will be available. The cars that go into the other slot can only be unlocked in the Extra Trial Mode.

The Teams

There are four teams that will sponsor your racing prowess, each with its own distinct type of handling, speed

and overall performance. Your racing graphics will also be affected by which team you pick.


ASSOLUTO
Italian: Drift Type

So You Want a Specific Car?

Below is a flowchart showing you the quickest way to earn all 20 cars for each manufacturer as quickly as possible. You'll have to race seven times for each Team/Manufacturer (for a total of 112 times!!!!) if you want to get them all.

	First Heat		Second Heat		Final GP				Cars Unlocked
Trial 1	3rd	3rd	2nd	2nd	1st	1st	1st	1st	1, 2, 6, 13
Trial 2	3rd	3rd	1st	2nd	1st	1st	1st	1st	1, 2, 7, 14
Trial 3	3rd	3rd	2nd	1st	1st	1st	1st	1st	1, 2, 8, 15
Trial 4	3rd	3rd	1st	1st	1st	1st	1st	1st	1, 2, 9, 16
Trial 5	2nd	2nd	1st	1st	1st	1st	1st	1st	1, 3, 10, 17
Trial 6	2nd	1st	1st	1st	1st	1st	1st	1st	1, 4, 11, 18
Trial 7	1st	1st	1st	1st	1st	1st	1st	1st	1, 5, 12, 19
Extra Trial									
Trial 1	1st								20



1 Promessa (Stage 1)
Overall Rating: Poor
Handling: Poor

Team: MMM DRT PRC RTS
Speed: 162 166 171 180



2 Promessa (Stage 2)
Overall Rating: Poor
Handling: Average

Team: MMM DRT PRC RTS
Speed: 178 180 187 194



3 Bisonte (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 182 184 191 200



4 Regalo (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 187 191 198 205



5 Fatalita (Stage 2)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 194 203 208 212



6 Promessa (Stage 3)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 194 196 200 211



7 Bisonte (Stage 3)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 196 203 207 216



8 Regalo (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 203 207 212 223



9 Fatalita (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 205 212 216 226



10 Rondine (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 212 223 227 232



11 Cavaliere (Stage 3)
Overall Rating: Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 216 222 226 237



12 Infinito (Stage 3)
Overall Rating: Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 221 248 232 242



13 Promessa (Stage 4)
Overall Rating: Very Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 280 285 290 301



14 Bisonte (Stage 4)
Overall Rating: Very Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 287 292 296 306



15 Regalo (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 292 296 303 312



16 Fatalita (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 296 303 306 317



17 Aquila (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 303 312 312 321



18 Estasi (Stage 4)
Overall Rating: Excellent
Handling: Excellent

Team: MMM DRT PRC RTS
Speed: 308 324 317 326



19 Squalo (Stage 4)
Overall Rating: Excellent
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 312 321 340 331



20 Vulcano (Stage 4)
Overall Rating: Supreme
Handling: Average

Team: MMM DRT PRC RTS
Speed: 356 360 358 374

Editing Decals

Messing around with the custom decals is your only way to separate your car from the pack. Not only can you create your very

own custom label (highly recommended), but there are a number of cool emblems already available for use. Included artwork in the



premade emblems are: Dragon Saber, Black Knight, Galaxian3, GunBari, Ordine, Sky Kid, Starblade, Techno Drive, Yoshimitsu, and my

personal favorite, Galaga. Simply create (or load) your custom decal, and place it on one of your cars in the Garage Menu.

Worth My Time?

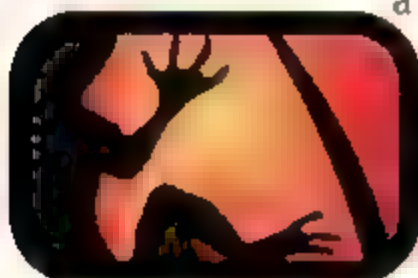
I'm sure a bunch of you are worried as to how much time you'll need to invest to get all 321 playable cars in this monster racing title. Frankly...a lot. You'll need to race through the Grand Prix at least seven times with

each team (using my method to the left), meaning you'll have to essentially beat the game 122 times! There is always the possibility of using that unique, but sometimes shunned item referred to as the GameShark...

Motion Blur-iffic

A neat little goodie tucked away inside R4 is the ability to cast a motion-blur effect on the cars during a replay of your

race. You can turn it on and off with the **A** button during replays, demos or the music player option. Note the frame-rate decrease...



Legend

U.S.A: Drift Type

The Manufacturers

The cars will be listed by manufacturer, accompanied by a brief but expansive data chart with the most important attributes for each car. The cars are listed in the exact order for which they fill up in your garage (in other words, from worst to best). The last car is unlocked through the E.T.



Dig Racing Team

With "Expert" tuning on their cars, expect only the fastest from D.R.T.



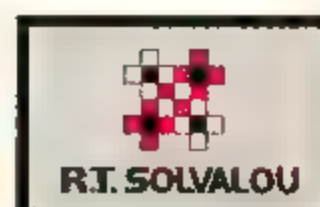
Pac Racing Club

Use Pac cars for their "Normal" tuning. Great all-around automobiles.



Micro Mouse Mappy

"Easy" tuning makes Mappy's cars relatively slow, but controllable.



R. Team Solvalou

"Hard" tuning keeps R.T.S.'s cars at the front of the pack.



1 Bonfire (Stage 1)
Overall Rating: Poor
Handling: Poor

Team: MMM DRT PRC RTS
Speed: 162 164 169 **178**



2 Bonfire (Stage 2)
Overall Rating: Poor
Handling: Average

Team: MMM DRT PRC RTS
Speed: 175 178 184 **194**



3 Detector (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 178 184 189 **198**



4 Wisdom (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 184 189 194 **203**



5 Officer (Stage 2)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 184 189 194 **203**



6 Bonfire (Stage 3)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 191 194 198 **210**



7 Detector (Stage 3)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 196 200 205 **214**



8 Wisdom (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 200 205 207 **219**



9 Officer (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 200 205 207 **219**



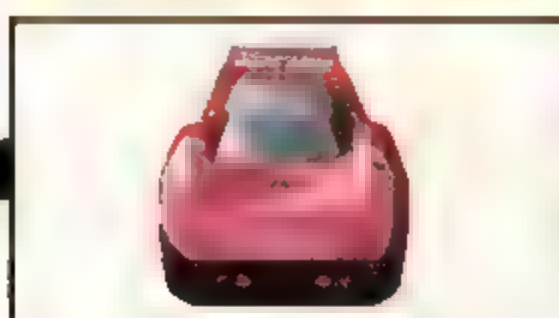
10 Colleague (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 216 233 223 **235**



11 Comrade (Stage 3)
Overall Rating: Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 216 230 223 **235**



12 Ignition (Stage 3)
Overall Rating: Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 219 **246** 230 239



13 Bonfire (Stage 4)
Overall Rating: Very Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 280 285 290 **301**



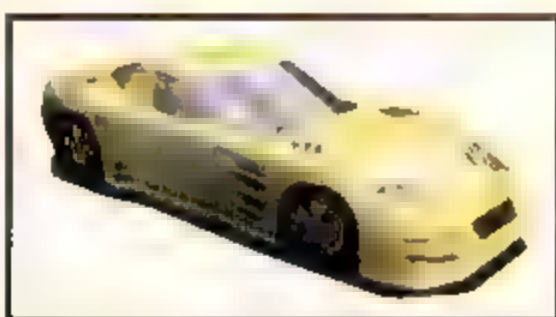
14 Detector (Stage 4)
Overall Rating: Very Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 285 290 294 **306**



15 Wisdom (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 290 294 301 **312**



16 Officer (Stage 4)
Overall Rating: Very Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 290 294 301 **312**



17 Tamer (Stage 4)
Overall Rating: Very Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 299 310 310 **321**



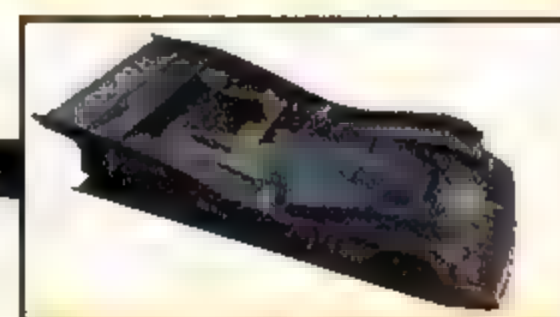
18 Cataract (Stage 4)
Overall Rating: Excellent
Handling: Average

Team: MMM DRT PRC RTS
Speed: 303 319 317 **324**



19 Reckless (Stage 4)
Overall Rating: Excellent
Handling: Supreme

Team: MMM DRT PRC RTS
Speed: 308 **335** 319 328



20 Nightmare (Stage 4)
Overall Rating: Supreme
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 351 **369** 353 358

The Extra Trial

There are a total of four separate races, and 16 extra cars to unlock in this mode. Each manufacturer will offer one new car that becomes

available in all four of the corresponding sponsor's trim. Look to the last car in each manufacturer box to see the specifics on each one.



Expect to put your "mad skillz" to the test in this mode. You'll be racing against the fastest car made by each manufacturer (Nightmare, Vulcano,

etc.), so the race is tough with even the next closest car statistically. **Best advice:** Play cheap, and drive a perfect race for the win.

The logCon

Made famous from Ridge Racers of the past, the NegCon has been overtaken by a new successor, the logCon. Using a jog/shuttle wheel similar to a VCR remote, you get accurate steering with your left hand while operating the gas and brake with the right. Pretty neat I say...



Time Attack Mode

As simple as it sounds, the Time Attack Mode can be a great asset to hone your skills by trial and error. Once

you've completed the Grand Prix once, you'll be able to enter the time trial and race all the tracks backward as well.



TERRAZI

Japan: Grip Type

Two-Player Competition

As always, the two-player split-screen mode is what keeps most players coming back for more after they've dominated the one-player mode. With R4, it's taken to yet another level. Dust off your old PlayStation Link Cable and call over some friends to see who's boss in a four-player competition! Only the first eight cars will be available to all racers unless separate R4 memory saves are used. If implemented, you'll be able to pick any of the cars from your garage and use them in competition. (Note: Here's an easy solution if you don't have four friends with R4 save files. Take your main memory card save, and duplicate it onto three other memory cards using the PlayStation memory card utility.)



1 Ambitious (Stage 1)
Overall Rating: Poor
Handling: Poor

Team: MMM DRT PRC RTS
Speed: 159 166 171 180



2 Ambitious (Stage 2)
Overall Rating: Poor
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 175 182 187 198



3 Troop (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 180 187 191 203



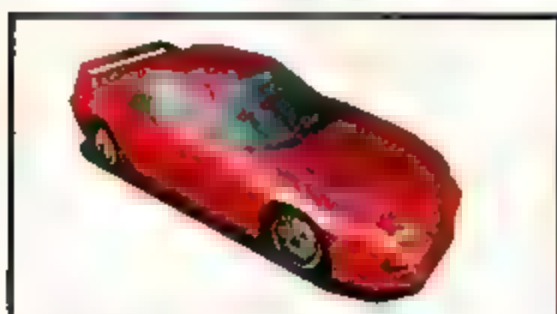
4 Rumor (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 187 191 196 207



5 Wildboar (Stage 2)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 191 203 200 212



6 Ambitious (Stage 3)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 189 194 203 210



7 Troop (Stage 3)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 196 200 207 216



8 Rumor (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 203 205 210 221



9 Wildboar (Stage 3)
Overall Rating: Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 210 212 216 226



10 Capital (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 210 219 219 230



11 Cowboy (Stage 3)
Overall Rating: Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 214 230 223 235



12 Starlight (Stage 3)
Overall Rating: Very Good
Handling: Excellent

Team: MMM DRT PRC RTS
Speed: 221 246 232 239



13 Ambitious (Stage 4)
Overall Rating: Very Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 278 285 292 301



14 Troop (Stage 4)
Overall Rating: Very Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 283 287 296 303



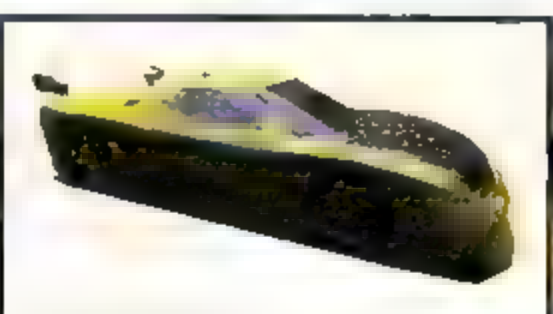
15 Rumor (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 287 296 299 310



16 Wildboar (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 294 301 306 317



17 Decision (Stage 4)
Overall Rating: Very Good
Handling: Excellent

Team: MMM DRT PRC RTS
Speed: 301 310 310 319



18 Terrific (Stage 4)
Overall Rating: Excellent
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 306 321 315 326



19 Destroyer (Stage 4)
Overall Rating: Excellent
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 310 337 319 331



20 Utopia (Stage 4)
Overall Rating: Supreme
Handling: Tricky...

Team: MMM DRT PRC RTS
Speed: 392 395 399 397

Did You Say 321 Cars?

For all of you who are contemplating whether or not it's worth getting all 80 cars for each manufacturer, I've gone through the trouble

(well, kind of...) and discovered R4's hidden jewel, the **Pac-Man** car. It may look kinda knobby, but don't let that smooth yellow complexion



deceive you (picture the look on their face as you drive around in a three-wheeled Pac-head!).

Pac-Man Car (Stage 4)
Overall Rating: Awesome!
Handling: Decent, but quirky
Team: N/A
Top Speed: 242

Auto vs. Manual

This debate has more weight in R4 than most racing titles. Normally, I would state that one should learn to use the auto first, and how using the manual transmission should be an acquired skill. Not true with R4. I think you skip the auto entirely, and simply

invest your time with the manual immediately. The speed advantages are too costly with the auto, and since you won't actually be "crashing" very often, the manual is the way to go.

Losing Time

Losing track time should only be dependent on one thing: guard-rail scrubs. Bumping into walls kills your speed, and your place in the race.



What Determines a Car's Rank?

Top speed is "king" in R4. Besides having decent handling (most Grip Type cars are closely grouped, as are the Drift Type), there really are no measurable attributes for which to measure these cars against each

other. When looking at each of the cars, be aware of the speed highlighted in **bold**, as this is the sponsor with the hottest tuning for that specific car.

Gaining Time

Unfortunately, gaining track time isn't so easy to pinpoint. Learn the "powerslide" technique, and apply it. There are no shortcuts in this game, so straight-up racing is *king* with R4.



Age solo

France: Grip Type



1 Prophetie (Stage 1)
Overall Rating: Poor
Handling: Poor

Team: MMM DRT PRC RTS
Speed: 159 164 **169** 164



2 Prophetie (Stage 2)
Overall Rating: Poor
Handling: Average

Team: MMM DRT PRC RTS
Speed: 173 180 **187** 180



3 Dirigeant (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 178 187 **189** 187



4 Bataille (Stage 2)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 184 189 **194** 189



5 Megere (Stage 2)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 189 200 198 **201**



6 Prophetie (Stage 3)
Overall Rating: Average
Handling: Average

Team: MMM DRT PRC RTS
Speed: 191 196 **200** 196



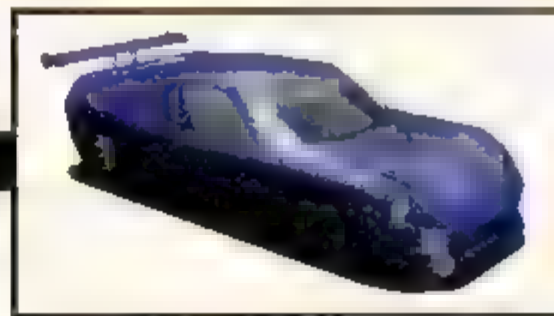
7 Dirigeant (Stage 3)
Overall Rating: Good
Handling: Average

Team: MMM DRT PRC RTS
Speed: 194 200 **205** 200



8 Bataille (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 203 200 **207** 203



9 Megere (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 203 210 **216** 210



10 Antilope (Stage 3)
Overall Rating: Good
Handling: Fair

Team: MMM DRT PRC RTS
Speed: 207 219 219 **221**



11 Averse (Stage 3)
Overall Rating: Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 214 228 223 228



12 Licorne (Stage 3)
Overall Rating: Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 219 244 230 244



13 Prophetie (Stage 4)
Overall Rating: Very Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 287 287 287 287



14 Dirigeant (Stage 4)
Overall Rating: Very Good
Handling: Good

Team: MMM DRT PRC RTS
Speed: 287 290 294 290



15 Bataille (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 290 294 301 294



16 Megere (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 297 299 303 299



17 Espion (Stage 4)
Overall Rating: Very Good
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 301 312 308 312



18 Sorciere (Stage 4)
Overall Rating: Excellent
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 303 319 315 319



19 Supernova (Stage 4)
Overall Rating: Excellent
Handling: Very Good

Team: MMM DRT PRC RTS
Speed: 310 335 321 335



20 Ecureuil (Stage 4)
Overall Rating: Fast, but weird
Handling: Too touchy

Team: MMM DRT PRC RTS
Speed: 312 301 294 306

Those Lucky Japanese

Those spoiled rotten Japanese have it so good, don't they? Here's the scoop:
1.) The PocketStation—That's right. They've got that cool lit-

tle memory card thingy that lets you trade cars with your friends via LCD display. It's cool, it's little, it's the PocketStation. Whether or not



we'll see it remains to be seen.
2.) Ridge Racer Classic—R4 comes bundled with a free Ridge Racer Classic disc that has the original Ridge

Racer (circa 1995) in an astounding 60 frames per second. It seems likely we won't get this either...



Course 1

Helter Skelter

Track Data

Laps: 3
Length: 3.262 miles
Difficulty: Easy

Lap Times

Slow: 1:05
Medium: 1:00
Fast: :50



● Grand Prix Tournament:

This is one of the few tracks you should have little or no trouble with. The few tricky turns are easy to master, and the rest of the track is all-out speed. Turns A and B should be taken with powerslides, while the rest should be controllable at mid/high speeds.

● Time Trials:

To take advantage of high speeds, try using the "Extra Trial" cars from each manufacturer. These cars really take advantage of the long straights, since most of them have a top speed around 390 kph.

● Vs. Competition:

Again, use the cars with high top speeds to your advantage. Team Age Solo's **Ecureuil**, or Lizard's **Nightmare** make great speedsters throughout this course. Turn A is a great spot to make up lost time with a well-executed powerslide.

A Not Too Bad...

Since you'll be in a slower car, this turn should be taken with a ravaging powerslide. Don't oversteer, like I did in this picture.



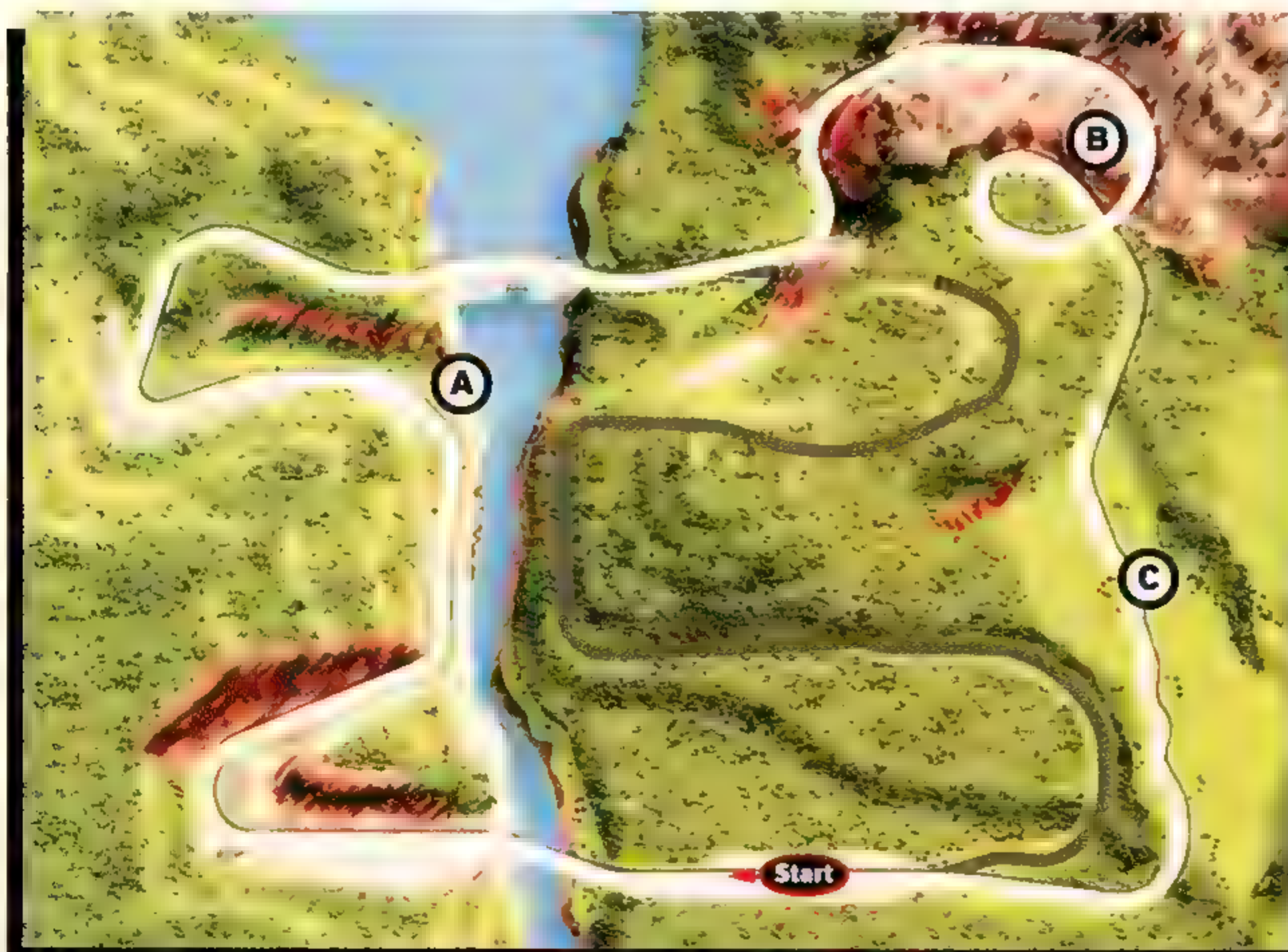
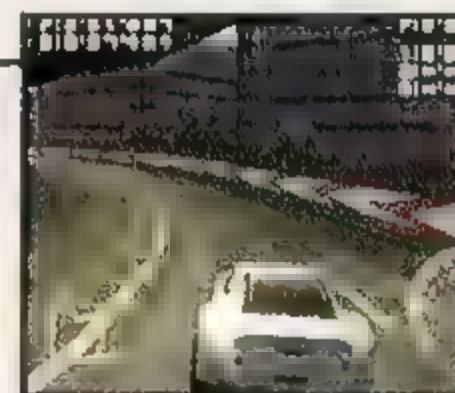
B Sharpy, Sharpy

Try to slow down a bit and get your car turning early, or you'll find yourself plastered against the tunnel wall.



C The Duracell Turn

Much like the battery, this is the turn that keeps on goin'. Get a good angle, and make sure to prevent your car from sliding into the inside wall.



Course 2

Wonderhill

Track Data

Laps: 3
Length: 4.178 miles
Difficulty: Moderate

Lap Times

Slow: 1:35
Medium: 1:30
Fast: 1:25



● Grand Prix Tournament:

This track doesn't get its name by coincidence. The hills can be quite a problem when passing cars, especially with faster ones. Try to stick to basics, with moderate powersliding and adequate braking power.

● Time Trials:

Wonderhill isn't really notorious for high speeds or blazing-fast lap times. It is a great course to brag about though, if you have the time to get skilled at it. The only real tricks are mastering the corkscrew and the S-curves.

● Vs. Competition:

You'll want to pick a car that sticks to the road, and also has some decent acceleration. The faster cars will have major difficulty dealing with the hilly terrain. Uncontrollable jumps are commonplace. Try using a car like Terrazi's **Starlight**, which has near-perfect handling.

A The Arches

These arches make trouble if you don't hit this turn just right. Try to get a decent slide going into the curve beforehand.



B The Corkscrew

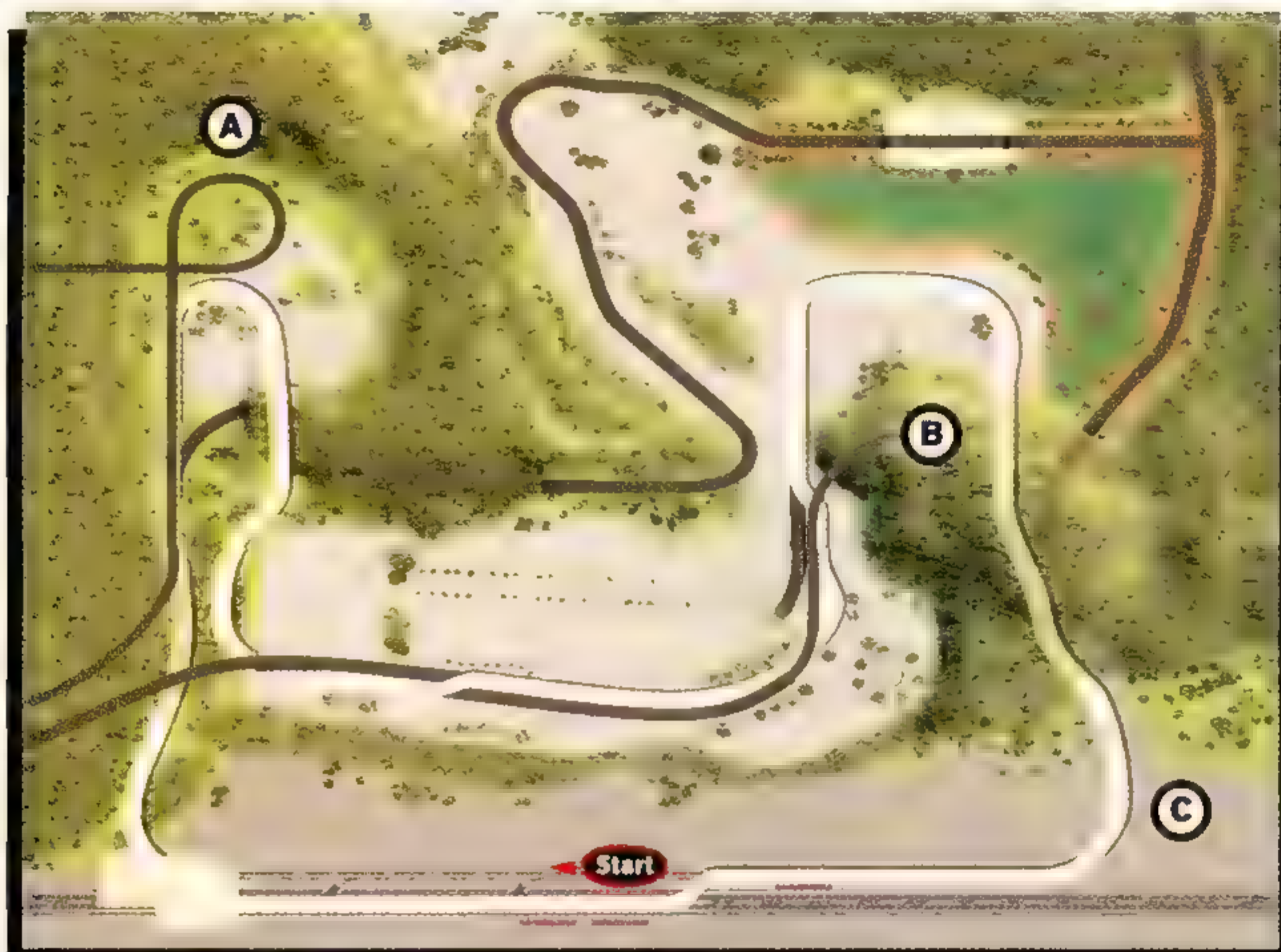
This is a long, progressively sharper corkscrew turn. Get an inside run as early as possible, and slow the speed as you exit.



C The S-Curve

Don't get nervous here, as the track will bend around you if you take it at near top speed. Work the middle of the track, and only make minor adjustments.





C O U R S E 3

Edge of the Earth

Track Data

Laps: 3
Length: 3.540 miles
Difficulty: Moderate

Lap Times

Slow: 1:15
Medium: 1:07
Fast: 1:00



● Grand Prix Tournament:

A fairly straight track, Edge of the Earth has only a handful of tricky turns to deal with. Achieving high speeds even with the slower cars won't be too difficult here. After you come out of the tunnel and onto the main straight, it should be throttle-city all the way to turn A. Depending on how you've placed, you should have upgraded at least once by now, but it's probably not enough to make this track hard to deal with.

● Time Trials:

Pick a car with an amazing top speed, like *Utopia*. Try entering the turns early, and maximizing your slides. With powerful cars, there is little or no loss of speed through this process.

● Vs. Competition:

Again, speed rules this track. Remember to try to pick a car with at least somewhat responsive handling, or you'll find the speed will be more of a hindrance than beneficial.

A Choices

Are as follows:

- 1 Powerslide through and take a minor speed loss (recommended).
- 2 Slow down to a near halt (not recommended?).



B Straighten it Out

This small section of twisty track should be straightened out at maximum speed. No wall bashing, no brakes, no problem.



C Get on the Curb

It's perfectly fine to get up on the curbs as you exit this tunnel. You'll suffer no speed loss, so why not take advantage of the extra-wide track.



C O U R S E 4

Out of Blue

Track Data

Laps: 3
Length: 3.477 miles
Difficulty: Moderate

Lap Times

Slow: 1:15
Medium: 1:10
Fast: 1:00



● Grand Prix Tournament:

This course is weird. On one hand, 95 percent of it is basic turning with a combination of sliding. The other 5 percent though, can be one of the hardest sequences of turns in all of R4's tracks. You'll notice that most of the track's upper half is called out with pictures. There's a reason for this...

● Time Trials:

Not a good course for time trials, unless you feel comfortable blasting through "aggravation alley" as I call it. You'll want a car with extremely tight handling, and a high top speed as well. Unfortunately, there aren't many cars to fit the bill. Try out team Terrazi's *Destroyer*, it fares well.

● Vs. Competition:

This is a great four-player track, because of all the crazy turns up in the top half of the track. Most often, one player will reign supreme early on, only to fail miserably his second time through.

A Aggravation Alley

This is the first in a series of turns that need to be taken at slower speeds. Get to the outside of the track to set yourself up for...



B @\$%#!

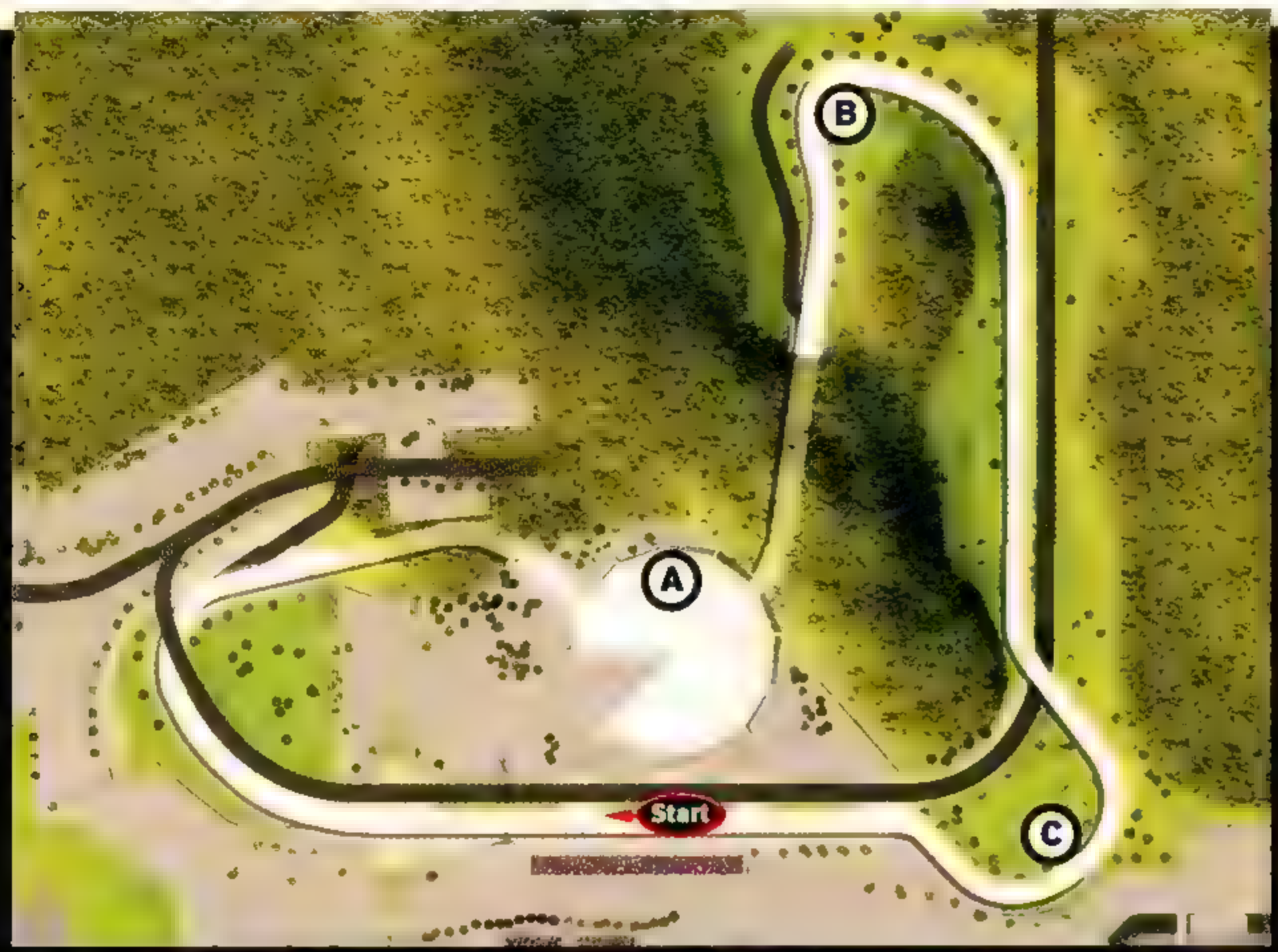
No arcade-style driving here. Keep your brakes on, and your wheel cutting hard right until you're clear of this 90-degree nightmare.



C The Closer

When you approach this turn, try to keep your car from sliding uncontrollably. It's much too easy to crash into the wall here if you don't.





COURSE 5

Phantomile



Track Data

Laps: 3
Length: 1.882 miles
Difficulty: Moderate

Lap Times

Slow: :40
Medium: :35
Fast: :30

● Grand Prix Tournament

This track is very short, leaving little or no room for error. The "Pac-Cave" can be a nuisance when trying to pass an opponent, so remember to stay back until clearing the cave. Overall, you should be able to achieve moderate/high speeds with little or no difficulty.

● Time Trials

A GREAT course for time trials (my friends and I had so much fun cutting "hundredths" off our times), Phantomile should be a breeze with the small little fast cars like the Ecureuil. Aim to score sub-30's with it, no problem.

● Vs. Competition

A decent track for competition, since almost everyone will do fairly well on this simple course. The only reason this course got an overall rating of "moderate" is because the CPU-controlled cars will be racing quite hard.

A The Pac-Cave

A bad place to make a pass in traffic, this tunnel should be taken at moderate speeds. Wait until you're completely clear before passing.

**B** Watch the Wall!

This picture is showing you exactly what NOT to do. Try to stay as far inside on this corner as possible, keeping your sliding to a minimum.

**C** Wide Angle

Another one of those turns with a seemingly never-ending radius. Use moderate speed, and make sure to refrain from sliding at all costs.



COURSE 6

Brightest Nite



Track Data

Laps: 3
Length: 3.667 miles
Difficulty: Hard

Lap Times

Slow: 1:15
Medium: 1:10
Fast: 1:05

● Grand Prix Tournament:

Since it's a long track, there is quite a bit of room to make up ground. There are only three real troublesome turns, all noted with pictures above. Otherwise, stick to the same ol' gameplan here—fast cars, clean turns, no mistakes.

● Time Trials:

This track has too many variables to try to set a decent record with. Even if you manage a near-perfect run, I'll bet a cool \$20 there's a few areas that can be taken even a little bit faster. Press hard throughout the track, preferably with a car having moderate speed and excellent handling.

● Vs. Competition:

This track is a blast to race with the supercars. Try Having all four players use **Utopia**, or even **Nightmare**. The only real edge you'll get is from implementing good passing/combat skills. Make sure to watch other players' screens as much as possible to get a good scouting report on their location.

A Hairpin 1

A tough turn, this one should be taken with as much slide as possible. Try to maintain a steady angle exiting the turn though.

**B** Hairpin 2

You're almost better off powersliding through this turn, as losing the tidbit of speed shouldn't hurt you too much.

**C** After the Flight

After landing from the jump, you'll need to get as far right on the track as possible.





C O U R S E 7

Heaven & Hell



Track Data

Laps: 3
Length: 4.305 miles
Difficulty: Hard

Lap Times

Slow- 1:30
Medium- 1:20
Fast- 1:15

● Grand Prix Tournament

Similar to Wonderhill, Heaven & Hell cranks up the difficulty one more notch with some of the toughest series of turns in all of R4's tracks. You'll most definitely have an upgraded car by now (probably several levels), so you'll have some decent speed to take advantage of the many straights the course has to offer.

● Time Trials

It's a long track, but there aren't many areas to make mistakes. Utopia fares well on this course, as its ultra-high speed takes priority over the mediocre handling it boasts.

● Vs. Competition

Taking the win on this course is only difficult if the opposition is skilled. The track itself doesn't offer many hazards, and there are several long straights where you can make up lost time if you're behind.

A Classic Hairpin

Remember this turn from Wonderhill? Same techniques apply: lots o' speed, lots o' sliding...).



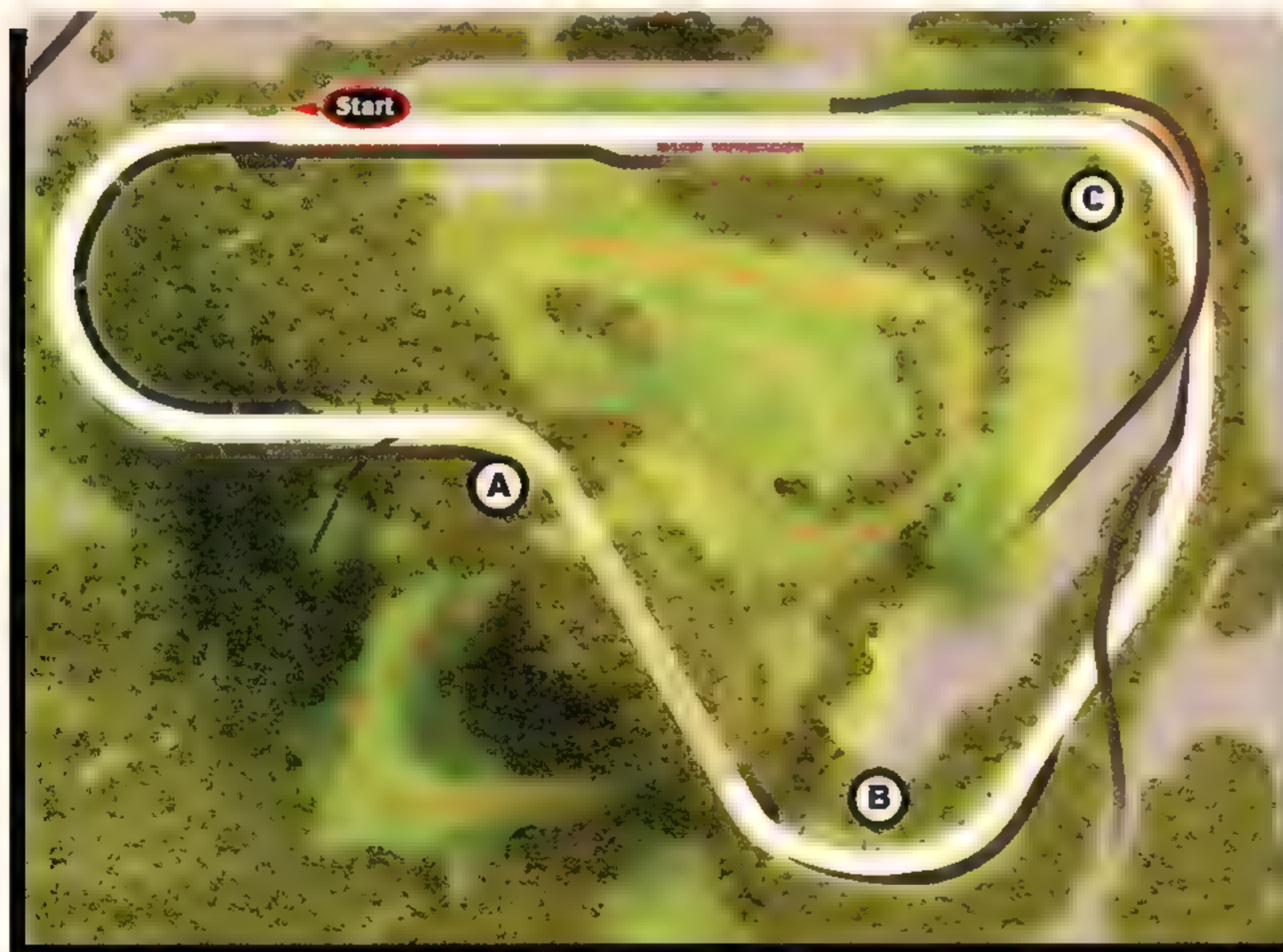
B In the Sand

Veering into the sand during a powerslide can be treacherous. Your tail end will slip out, so be ready to adjust if this happens.



C It's All Right

It's perfectly fine to get in the sand as you come out of the long straight on the back half of the course. You shouldn't lose any speed.



C O U R S E 8

Shooting Hoops



Track Data

Laps: 6
Length: 2.475 miles
Difficulty: Moderate

Lap Times

Slow- 1:50
Medium- 1:40
Fast- 1:30

Key Technique: Don't touch the brakes, EVER!

● Grand Prix Tournament

This track is sort of a reward for making it through all the other tough tracks in the game. It feels like you're racing an oval, so there is little applied technique other than staying to the inside as much as possible. Place first on this track and you'll complete the Grand Prix.

● Time Trials

My favorite track for time trials (see challenge below!), Shooting Hoops will have you adjusting your entry angles ever so slightly to cut that extra tenth of a second off your lap times. Utopia absolutely dominates this track!

● Vs. Competition

Since it's six laps, you'll have plenty of time to catch up to a leading opponent. It's all about oval racing on this track, so break out the fastest car in your arsenal.

A Stay Inside

On an oval track, the key is to find the perfect path while maintaining the highest speed possible.



B Drifting Too Far

When exiting turns like this one, don't drift too far from the main path. It's real easy to touch the wall at over 200 mph.



C Build Up Speed

The key to this track is building up speed through the last turn before the main straight. Don't touch the brakes, EVER!



EXPERT GAMER™

S.W.: Episode 1 Racer

"Not only does Racer offer a sneak peek at this summer's hottest movie, it also gives players a run for their money in the skills department. With speeds exceeding 800+ mph, only real Jedi Knights will survive. Your skills will be challenged from beginning to end, as this cart features extremely intense racing action. Throw in unique physics and gameplay, and the result is a game which appeals to novices and the hardcore alike."

— The Expert Gamers

EXPERT'S CHOICE

AWARD

XG Strategy
by Andrew Baran

Racer is the latest Star Wars-based title for the Nintendo 64. As you'd expect the hype around this game is unbelievable, but does the gameplay warrant all this attention?

Racer is actually quite simplistic, and it's relatively easy to learn the controls. There are no weapons (except for one character), or level features to interact with on the 25 courses this game has to offer. For some, this might make for a bland game, but after a while, you realize the depth of the racing. The game moves at speeds exceeding 800 mph! You will barely have enough time to focus on where you're going, let alone who's around you. Speed is the name of the game here. The feeling you get is not exactly of racing, but of constantly reacting. You won't find a more intense racer around.

This guide will show you the characters, the tracks and the best shortcuts. I'd have to say that 90 percent of Racer is based on pure game playing skills. If you aren't good at these types of games, you will have a hard time. This guide will help you, but only so much. It will give you a leg up, but if your gaming skills aren't up to snuff, you're not going to make it.

Database

time to complete 12+ hours
challenge Hard
best pod racer Navier
hardest level Abyss C4R2
coolest level Aquilaris C3R4
of tracks 25
system N64
publisher Nintendo
developer Lucasarts

STAR WARS EPISODE I RACER



The Learning Curve

- Not for novices:** Racer ramps up in difficulty pretty quickly. There are two stumbling points players just starting out are bound to find.
- The speed:** This game moves so fast, it is really hard to get used to the speed. Players will be all over the track, smashing into everything. Find yourself overcompensating, and bouncing from one side of the track to the other? One trick that works is when you are on a straightaway, take your fingers off the analog stick. This way, your craft won't swerve. Use the analog when you have to turn. Memorizing the tracks is a must. The first time through, you'll feel like you're tied to an uncontrollable rocket. After a few laps you'll do noticeably better.

Repairs

- Keeping your pod in good shape:** The better the condition of your pod, the more efficient it will be. In order to compete against the computer pods, you have to be in tip-top condition. Avoid smacking into the other pods if you can help it. The walls aren't too healthy either. If you do sustain even a little damage, repair it by holding down the Right Shoulder button. While you are repairing, your pod will divert some energy to the repair droids and you'll slow down.
- Repair Droids:** You'll start out with a single repair droid, and as expected, it works slow. You can own a maximum of four Repair Droids. They cost 1000 Truguts each, and are well worth the purchase, so buy them as soon as possible.

Racing-Money

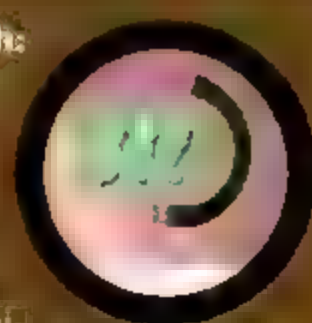
High stakes: The way Racer works, you must earn as much money as you can in a single race or you will not be able to beat the game. No kidding, it's that tough. Once you have beaten a track, there is no way to go back to earn extra money, so you have to make every race count. There are three settings to choose the winnings granted for each race. The best setting is Winner Takes All, so you can get the biggest payoff if you come in first. If it looks as if you're not going to place first, restart the race. Unless you want to be out-classed to the point of frustration, this is the only way to play the game.

Tight Cornering

- All the right moves:** There are three ways to handle a turn. Knowing which is best for each circumstance is another factor that improves your chances.
- Hard steering:** First, you can hold the analog all the way in the direction you want to turn. This is sufficient for most of the turns early in the game. If you hold slightly back on the controller, you'll get a tighter turn. If you press forward, your turning ability will be vastly decreased.
- Brake Turning:** The most common turn you'll make, tap the brake as you go around a curve to keep from hitting the walls.
- Z trigger:** For the toughest curves, you'll need to hold the Z trigger about 10 feet before the hairpin curve. Turn your craft sideways, then release. You'll slingshot through the turns with ease.

Power Boosting

- Speed equals death:** The faster you go, the more likely the chance you have of exploding in a massive ball of flame. However, the opportunity sometimes comes up when it's convenient to get a boost of speed to overtake the competition. On the bottom-right side of your screen is a small curving meter. By holding down the A button you can charge it. When it flashes yellow, hold A again for a quick burst. You'll be going fast as long as you hold down the button, but you'll burn out your engines if you hold it too long. As soon as you hear a beeping, better cut the boost. If you strike anything while boosting, you'll die in a spectacular fashion.



Computer AI

Near perfect: The intelligence of the other pod racers is excellent. If you let them get close, they will box you in and attempt to ram you. If you get caught inside a pack of pods, it might be good to just restart the race. No joke, the other racers are bad news.

Computer pods and shortcuts: Normally, only the track favorite pod will use the shortcuts on a level. However, if you start taking them, the other pods will ramp up and take those routes as well. Sometimes it works well to hold off using a shortcut until the last lap to throw the computer off. As the levels get tougher, the competition will get fierce. They will upgrade at an incremental rate, despite whatever you do to your pod. The later levels will not allow for you to crash at all.

Multiplayer!

Real competition: Racer supports a second player so you can race against your friends. The game and its tracks are virtually the same as it is in the One-player Mode.

Multiplayer strategy: Foremost, the race will be determined by skill. Knowledge of the shortcuts is secondary, as most of them do not make enough of a difference. Remember that ramming your opponent will damage your pod and slow you both down.

Before you Begin...

- Choose what's best for you:** Most of the tracks have shortcuts. You may or may not want to take them depending on the craft you're using. If you're going to take a long straight path, a faster pod would excel, while a maneuverable but slow pod would suffer. Remember that a shortcut is no good if you die trying to enter it. Always go for the sure thing. If you always crash on a certain section of a track, try to bypass it. These races are intense as it is. Don't try to make them harder.

- When all is said and done:** Not every shortcut will save you a lot of time. Most of them are only slightly less when it comes down to travel time. Experimenting in two-player mode is an excellent way to time these routes.



● Special thanks to the Jedi from Nintendo, Bryan Hartmann who helped our beleaguered editors out over two intense days.
● Screens and maps were based on a preliminary version of the game and are subject to change with the final production release.

The Pod Racers

Anakin Skywalker Earned: N/A <ul style="list-style-type: none"> Small craft, maneuverable, good speed, slightly poor acceleration. He's decent to use once you enhance his acceleration. 	Gasgano Earned: N/A <ul style="list-style-type: none"> His ship's pretty big and plays like a barge. He's all right later on in the game once you have a few upgrades. Traction is his biggest drawback. 	Mawhonic Earned: Andobi Mtn. Run <ul style="list-style-type: none"> One of the harder craft to use, his acceleration takes awhile to kick in. Compound this with terrible traction, and you have trouble.
Teemto Pagalies Earned: Mon Gazza Speedway <ul style="list-style-type: none"> Slightly larger than Anakin's. Controls about the same, but is a little quicker off the start. Another excellent choice. 	Clegg Holdfast Earned: Aquilaris Classic <ul style="list-style-type: none"> If you want some excellent turning capabilities, Clegg's your man. He's more maneuverable than he is fast. Upgrade him, and he'll be worth using. 	Ark Bumpy Roose Earned: Bumpy's Breakers <ul style="list-style-type: none"> A massive craft, it's overall very similar to Mawhonic's craft when it comes to control. His braking is second to none.
Ratts Tyerell Earned: Howler Gorge <ul style="list-style-type: none"> It's a large craft, and although it turns well, you'll have to plan in advance. His traction is poor, so it delays his turning. 	Elan Mak Earned: N/A <ul style="list-style-type: none"> Both acceleration and traction are poor. If you decide to use him, you're going to have to fork over the money to make him worth using. 	Neva Kee Earned: Baroo Coast <ul style="list-style-type: none"> An outstanding vehicle that is a small fast arrow. It's only real stat is its cooling capabilities, but overall you really feel the need to boost.
Aldar Beedo Earned: Beedo's Wild Ride <ul style="list-style-type: none"> Controls just like Ratts. His craft is a bit smaller, but his traction rots. It takes away from his excellent turning. He is slow to start as well. 	Boles Roor Earned: Zugga Challenge <ul style="list-style-type: none"> This ship is larger than average. His acceleration is topnotch. His traction is lacking as befits a larger ship. His speed is great. 	Bozzie Baranta Earned: Abyss <ul style="list-style-type: none"> One of the best craft for the players who oversteer. He's a little slow to start, but think of the time you'll save with his control!
Wan Sandage Earned: Scrapper's Run <ul style="list-style-type: none"> Despite his large craft, he tends to control very well. However, it's easy to overcompensate with him. His acceleration and top speed need quite a bit of work. 	Ody Madrell Earned: N/A <ul style="list-style-type: none"> His is an average craft, though it's a little slow when it comes to top speed. The acceleration will put him ahead of the pack right off the starting line. 	Ben Quadinaros Earned: The Inferno <ul style="list-style-type: none"> His pod is average-sized and average in nearly everything. Good, but not great.
Mars Guo Earned: Spice Mine Run <ul style="list-style-type: none"> One of the best pods, this moderate-sized craft excels in nearly everything but coolant. Getting the initial turbo boost is critical with him. 	Fud Sang Earned: Vengeance <ul style="list-style-type: none"> A larger ship, and it controls just as sluggish. Its acceleration is substandard. This is one of the worst ships. 	Slide Paramita Earned: Sunken City <ul style="list-style-type: none"> Excels once he's been upgraded. Until then, he's pretty average. The upgrades can potentially max out everything but his traction, turning and acceleration.
Ebe Endocott Earned: N/A <ul style="list-style-type: none"> His small ship is excellent for avoiding level hazards, but overall it plays a little less than average. There are better choices. 	Bull's-eye Navier Earned: Sunken City <ul style="list-style-type: none"> This is the best all-around character. He plays great and excels in all aspects. 	Toy Dampner Earned: The Executioner <ul style="list-style-type: none"> His ship is slightly larger than average. His acceleration is pretty poor. Overall a decent craft, but there are better choices to make.
Dud Bolt Earned: N/A <ul style="list-style-type: none"> A solid racer once you've upgraded his handling and speed a little. If you find yourself overcompensating with more maneuverable drivers, Dud's a good choice. 	Sebulba Earned: The Boonta Classic <ul style="list-style-type: none"> His controls aren't as responsive compared to some of the more maneuverable drivers, but he's a good choice. Also, he's the only driver with a weapon. 	<p>While all the pods can be improved upon, the three best racers in the game that work well on all the tracks are: "Bull's-eye" Navier, Anakin and Mars.</p>

The Shop/Junkyard

● **Upgrading your pod:** You'll want to upgrade your pod around the time of the seventh race. You really don't need to until then. Save your money. If you can help it, refrain from purchasing parts in the store, the junkyard has much better bargains.

● **The junkyard:** The junkyard is loaded with parts that are randomly generated between races. All the pieces you find are damaged, and

their price is reduced that exact percentage. If you're willing to chance it, you can pick up some really awesome equipment, up to 80 percent off. Look at the Pod Modifications below to see if what you're buying is top-of-the-line. The wise investor will purchase a near-broken part, like an engine, repair it during a race, then sell it for a profit.

● **What to upgrade:** Whatever parts you buy will be applied evenly to all the pods you own. To determine which attribute you wish to increase, take a look at all of your pods and see if they are all lacking in one certain element. If you feel comfortable with the performance of your pods overall, then focus on the one you use the most.

● **Personal recommendations:** Here is the order of importance that worked

for the XG Racing crew:

1. Acceleration: Important for getting away from the pack of enemies.
2. Top Speed: For keeping you ahead.
3. Traction: Improves your turning ability.

Overall Useless: The Coolant upgrades are useless, because you will not get a chance to boost much later on.

Pod Modifications

Traction		Turning		Acceleration		Top Speed	
R-20 RepulserGrip	250 truguts	Control Linkage	200 truguts	Duel 20PCX Injector	800 truguts	Plug2 Thrust Coil	1,000 truguts
R-60 RepulserGrip	400 truguts	Control Shift Plate	400 truguts	44 PCX Injector	2,200 truguts	Plug3 Thrust Coil	2,400 truguts
R-80 RepulserGrip	600 truguts	Control Vectro-Jet	700 truguts	Duel 32PCX Injector	5,600 truguts	Plug5 Thrust Coil	6,000 truguts
R-100 RepulserGrip	1,200 truguts	Control Coupling	1,600 truguts	Quad32PCX Injector	7,000 truguts	Plug8 Thrust Coil	14,000 truguts
R-300 RepulserGrip	2,600 truguts	Control Nozzle	3,800 truguts	Quad44 Injector	10,400 truguts	Block5 Thrust Coil	17,500 truguts
R-600 RepulserGrip	6,000 truguts	Control Stabilzer	7,500 truguts	Mag-6 Injector	14,000 truguts	Block6 Thrust Coil	20,000 truguts
Air Brake		Cooling		Repair		● Junkyard prices: Remember that the conditions and prices of the parts you find in the junkyard will be random. The prices of the modifications will be proportionately lower to the amount of damage it has sustained. The prices above are the basic prices you would find in the shop.	
Mark II Air Brake	700 truguts	Coolant Radiator	50 truguts	Single Power Cell	150 truguts		
Mark III Air Brake	1,400 truguts	Stack-3 Radiator	100 truguts	Duel Power Cell	300 truguts		
Mark IV Air Brake	3,600 truguts	Stack-6 Radiator	300 truguts	Quad Power Cell	800 truguts		
Mark V Air Brake	7,000 truguts	Rod Coolant Pump	900 truguts	Cluster Power Plug	1,400 truguts		
Tri-Jet Air Brake	10,400 truguts	Duel Coolant Pump	2,700 truguts	Rotary Power Plug	4,000 truguts		
Quadrijet Air Brake	14,000 truguts	Turbo Coolant Pump	5,400 truguts	Cluster2 Power Plug	7,000 truguts		

Amateur Pod Racing Circuit

Place:	1st	2nd	3rd	4th
Winner:	2,200	n/a	n/a	n/a
Fair:	800	700	600	500
Skilled:	1,200	600	300	100

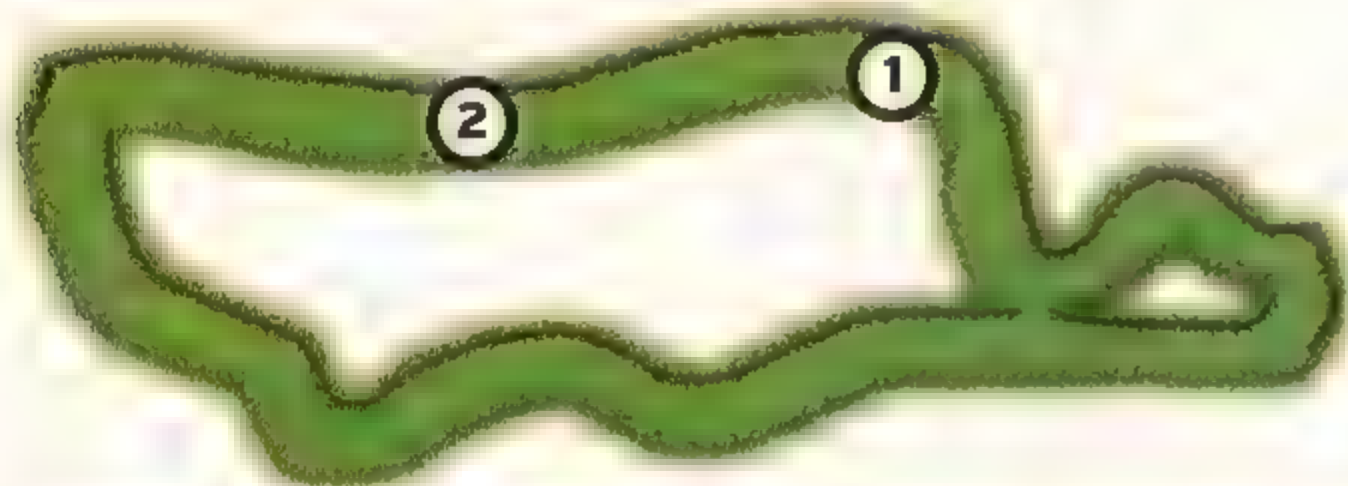


Boonta Training Course

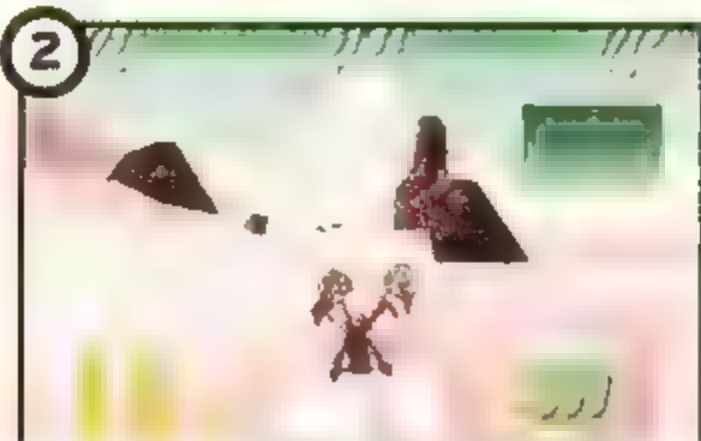
Race 1: Tatooine

- **Racer to Use:** Anakin
- **Basic Track strategy:**

The first track is the most basic. There are a few hairy spots in the canyon, but overall it's not too tough. Use this course to get used to boosting and maneuvering. Enjoy the slower speeds while you can because it will really pick up later.



Narrow death: At the end of the canyon there is a tight crack to skirt through. Try to aim for the right side of the screen or you'll crash.



Boosting time: The long stretch past the canyon is the perfect place to charge up your boost. Just watch out for the rocks that line the track.

Mon Gazza Speedway

Race 2: Mon Gazza

- **Racer to Use:** Anakin
- **Basic Track strategy:**

Mon Gazza is a high-speed course that's set up to get you used to making fast decisions. Overall, this track isn't too tough. This course is excellent for practicing your corners. There are no shortcuts to use here.



Track dividers: There are a couple of spots where an obstacle will divide the track. If you're not looking carefully, it's easy to crash into them.

Beedo's Wild Ride

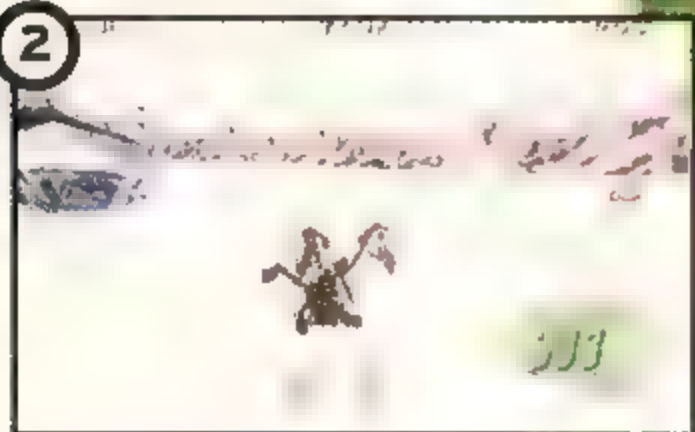
Race 3: Mon Gazza

- **Racer to Use:** Anakin
- **Basic Track strategy:**

This track is the first one that should give you any sort of trouble. The ice is the biggest threat to your odds for victory. A tent shortcut will open up during the second lap. For more details, check out Howler Gorge.



Icy peril: You cannot steer at all on the ice, so you will have to aim your pod before hitting it.



Shortcut: During the first set of turns in the valley, slide up the right side of the course for a useful shortcut.



The Aquilaris Classic

Race 4: Aquilaris

- **Racer to Use:** Anakin
- **Basic Track strategy:**

Aquilaris is a lot tougher than the last track. The response time you have to make your decisions is cut drastically. This level is notorious for popping up hazards that you have no time to react to. A few practice runs will work wonders to get your skill up.



The doorways: There are two sets of doors that open and close. Remember if the first passage opens to the right, the second will open to the left.



Reaction time: Aim your nose in the direction you want to go and scrape the wall. It's your only hope for the mega-tight track splits.



Place:	1st	2nd	3rd	4th
Winner:	2,200	n/a	n/a	n/a
Fair:	800	700	600	100
Skilled:	1,200	600	300	100

Pod Racing Circuit Amateur

The Malastare 100

Race 5: Malastare

- **Racer to Use:** Anakin
- **Basic Track strategy:**

The AI of the computer pods really starts to ramp up beginning with this level. Get an early lead and try to keep it. If you begin to fall back with the pack of pods, restart the race.

The level design is pretty simplistic, with only one real tough hairpin curve and a jump to

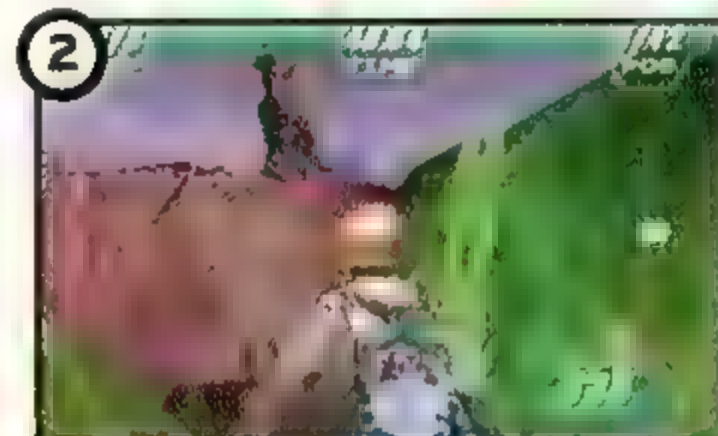
deal with. The one section of the course that will frustrate novice racers is the jump. If you want to make it across, you will have to charge up your boost. Remember that the position of your nose will determine how you fly through the air. If you press down, you'll glide farther

and increase the odds your nose will catch on the far side.

Anakin's pod should suffice for this course. Hopefully by now, you've purchased your maximum allotment of repair droids. If you haven't, do so, because you'll take damage more from now on.



Hairpin curve: After the lake of strange green gas, there will be a hard hairpin curve. Start holding down the "Z" right about where the light stand is, and release afterward.



Mega jump: The jump is a pain in the butt. The two secrets to making this jump is to hold your nose up and to boost in the straightaway right before the chasm.



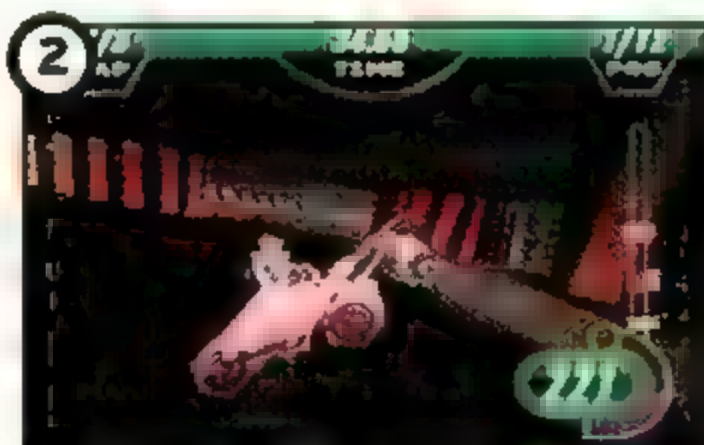
The Vengeance

Race 6: Oovo IV

- **Racer to Use:** Anakin
- **Basic Track strategy:**

Vengeance takes a little while to get used to. There's a lot of tight maneuvering, so picking a small pod is generally a good idea. Once again, a few practice laps will get you familiar to how the course plays. The other pods will play as tough as they did on the Malastare 100 course.

This course is perfect for honing your skills as it has almost every type of hazard you can think of.



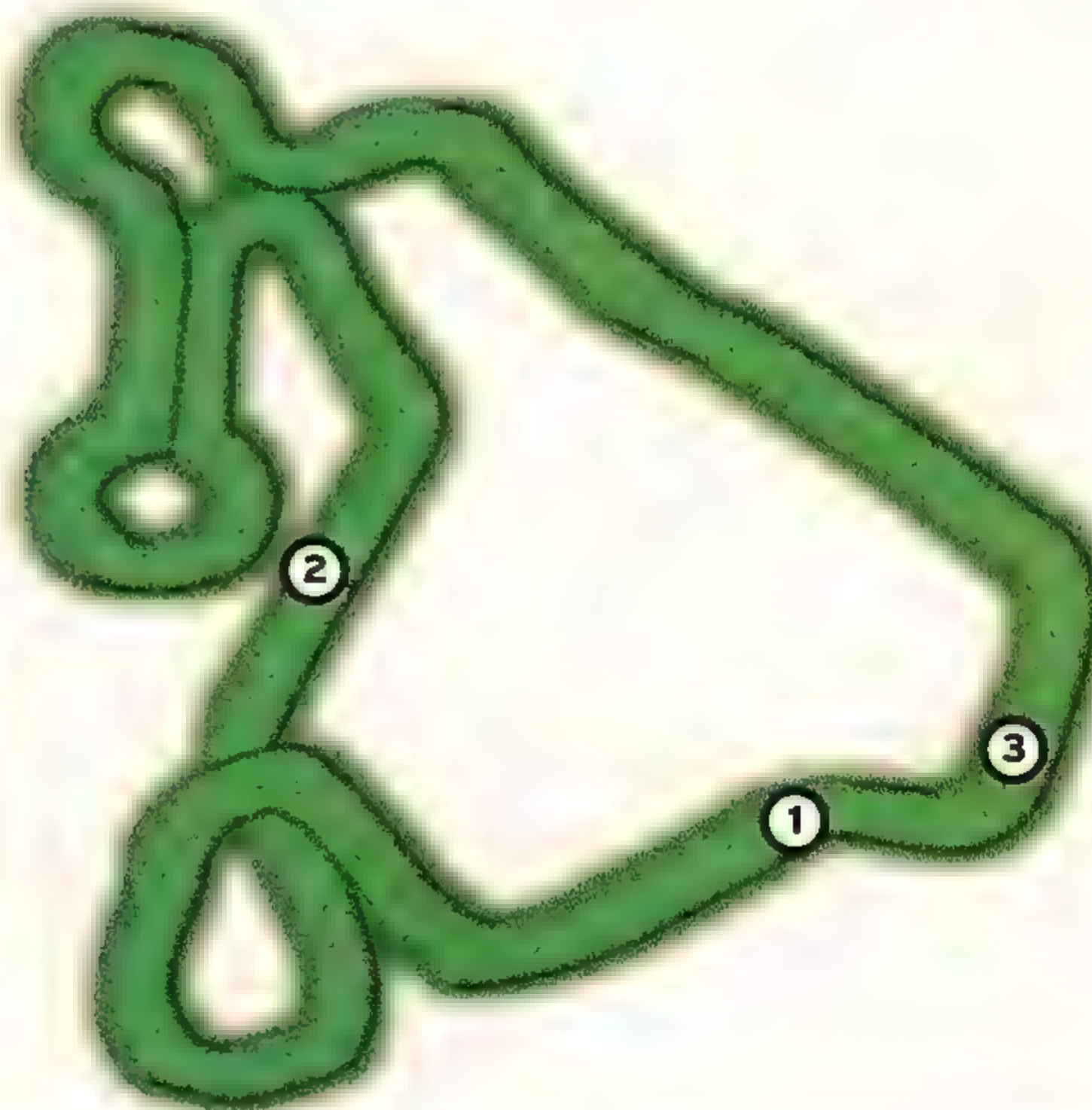
Crisscrossing: When you see the construction strips (yellow-and-black) choose a side of the track. This area will crisscross back and forth. Take these turns slowly or you'll wreck.



Anti-gravity zone: This area has some unusual control to get used to. There are asteroids that can be a real pain. If you're behind another pod, they will take out the rocks for you.



Watch your timing: There is a long stretch where three gears twirl. If you aim poorly or boost here, the odds are good you'll crash. The right side is more often the safest route.



Amateur Pod Racing Circuit

Place:	1st	2nd	3rd	4th
Winner:	2,200	n/a	n/a	n/a
Fair:	800	700	600	100
Skilled:	1,200	600	300	100



Spice Mine Run

Race 7: Mon Gazza

- **Racer to Use:** Anakin
- **Basic Track strategy:**

This is the final course of the first circuit, and it's a real nail-biter. Remember all those Truguts that you've been saving for the good pod mods? Now's the time to upgrade your pod. The different control will take a little while to get used to, but you have to start upgrading from this point.

This race is really fast and there is plenty of room to make mistakes. However, a few laps will help you get the feel of the track.



Near-invisible obstacle: Right before the city entrance there is a little repulser-lift vehicle that sits on the left side of the track. It blends into the background and is deadly to hit.



Three ways to go: This track will branch off in three directions. If you want to take the easiest path, head down the left corridor to avoid the most trouble.



Daunting curves: The open area surrounded by the greenpipes is surprisingly tricky. Slow down so you can navigate this area without crashing. It's hard to see where to go here.



Semi-Pro Pod Racing Circuit

Place:	1st	2nd	3rd	4th
Winner:	3,300	n/a	n/a	n/a
Fair:	1,200	1,050	900	150
Skilled:	1,800	900	450	150



The Sunken City

Race 1: Aquilaris

- **Racer to Use:** Anakin
- **Basic Track strategy:**

This track starts off the second circuit, and it really doesn't challenge you all that much. The AI of the other pods is pretty consistent with the two previous levels. Consider upgrading your pods to increase your maneuverability before entering this race to help you cinch the win. There really is one tough spot on the track, and it's shown below. Mars Guo really rocks on this course.



Two tight turns: There are two massively tight turns that can spell doom for the uncautious. You will want to use the Z trigger to get through.



Cool shortcut: In the long iron pipe there is a small hole on the left side you can use to cut some time off your laps. It's a great shortcut.



Average shortcut: It's easy to use, but hard to find. There will be a path on the left side of the screen (shown above) you can ride up on.





Place:	1st	2nd	3rd	4th
Winner:	3,300	n/a	n/a	n/a
Fair:	1,200	1,050	900	150
Skilled:	1,800	900	450	150

Pod Racing Circuit **Semi-Pro**

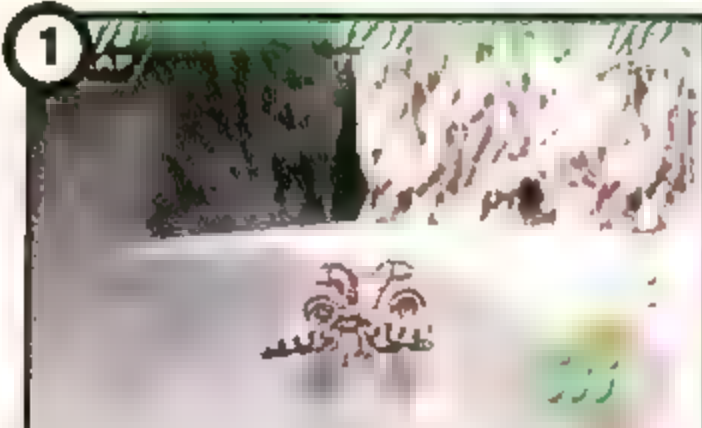
The Howler Gorge

Race 2: Ando Prime

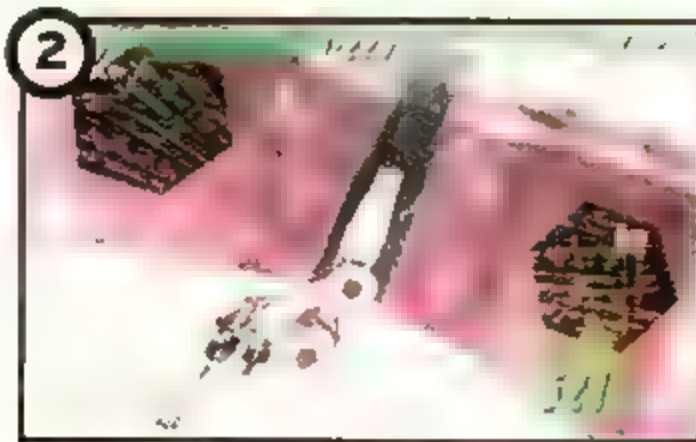
- **Racer to Use:** Navior
- **Basic Track strategy:**

The second Ando Prime course is a little bit easier than the first, simply because there is no ice to attempt to maneuver across. Instead, the course is a little bit more open. There is an easy-to-miss shortcut on the far-left side of the course that can almost guarantee an easy victory.

Hopefully by now, you've added some upgrades to your pod's acceleration and speed. You'll really feel the difference on this track.



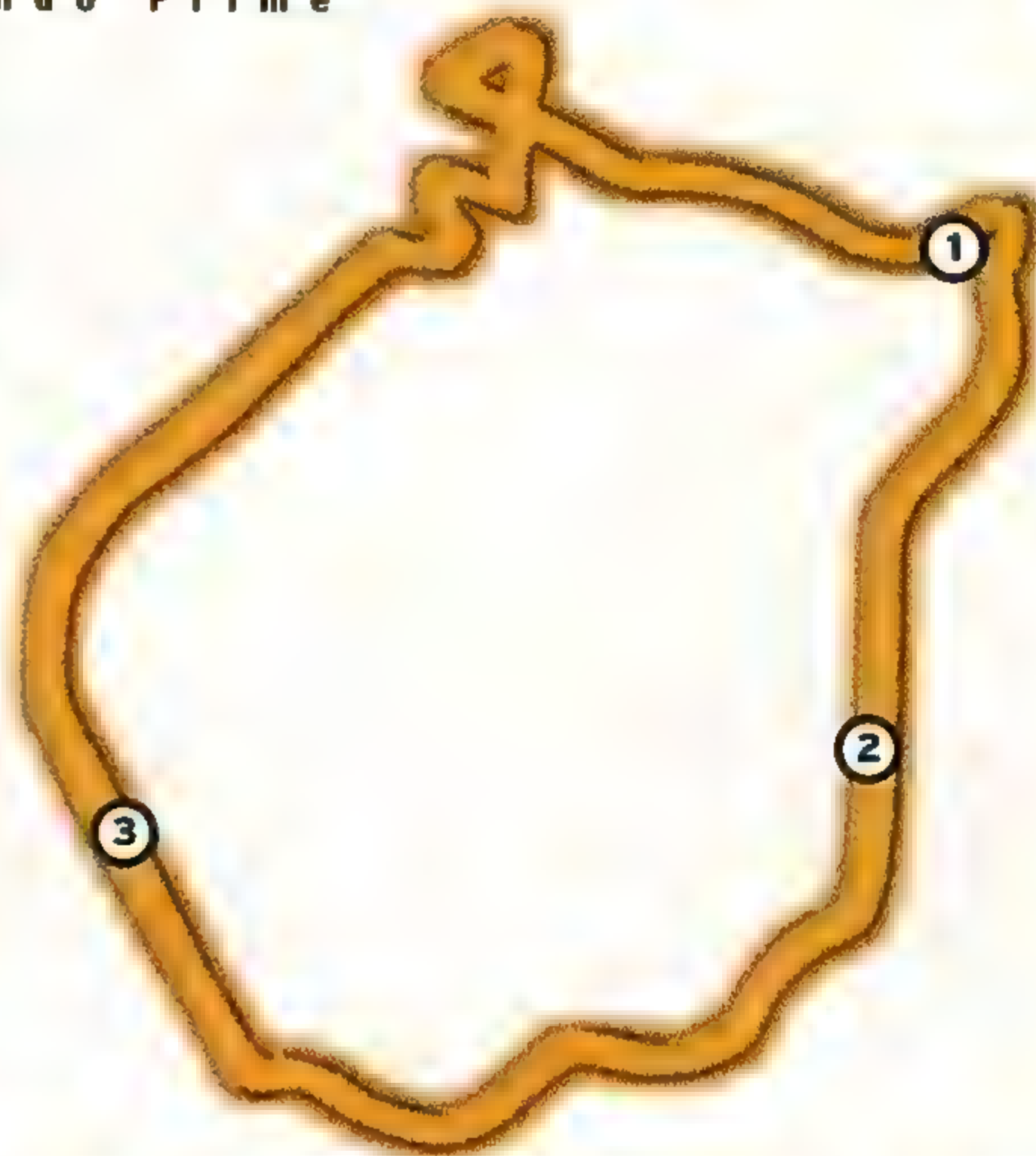
Easy to miss: The best shortcut of this level, follow the left-hand path all the way to the end. When it curves sharply to the right, keep going straight into the corner.



Tight squeeze: The deadliest hazards of this track are the tight squeezes you will have to navigate. Mess up and you'll blow up. Turn your pod sideways to make it through. Just hope no other pods are nearby.



The tent secret: Once you start your second lap, look carefully at the tents on the left side of the starting line. Inside one of them is a place where you can boost your pod for a while.



The Dug Derby

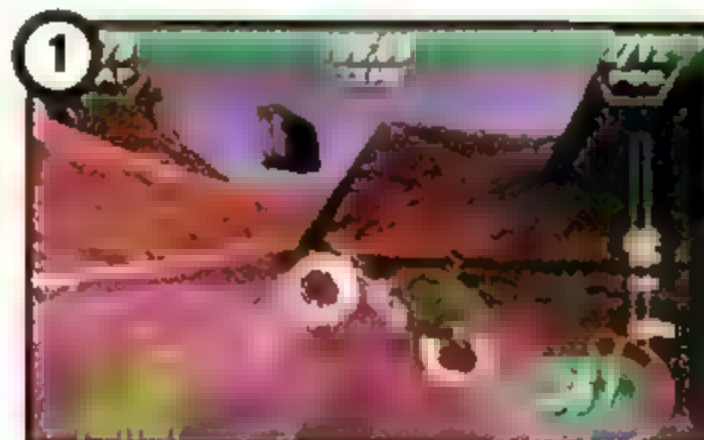
Race 3: Malastare

- **Racer to Use:** Navior
- **Basic Track strategy:**

The Dug Derby is a hard course to judge. If you use the shortcut found right near the start, you will most likely win. If you try to race without it, the odds of your victory are vastly lessened. The Dug Derby is a lightning-paced (compared to the early races) competition, and you'll have little time to react to the obstacles placed on the track. Rocks litter the ground at some places, and hitting them certainly isn't good for your pod.

Assuming you stay on the main section of the race course, you will have to contend with the other racers. They will gang up on you if they can catch up. They have a bad habit of getting in your way so that you crash into the level obstacles. Using the Starting Boost trick (described later), you should be able to keep out of their reach. Keep as manic a pace as you can, so you don't get caught up in the pack of pods.

When choosing your pods, try to use one that has a high speed and decent traction. Once again "Bull's-eye" Navior comes highly recommended.



Instant victory: There is a hard-to-see shortcut on the right side of the first curve. By taking this route you will almost certainly win. If you should choose to ignore the shortcut this race will be a lot tougher.



Falling rocks: Once you are on your second lap, try to avoid the right side of the course, because a rock may fall onto the track. Hitting it will damage your pod or worse.



Semi-Pro Pod Racing Circuit

Place:	1st	2nd	3rd	4th
Winner:	3,300	n/a	n/a	n/a
Fair:	1,200	1,050	900	150
Skilled:	1,800	900	450	150



Scrapper's Run

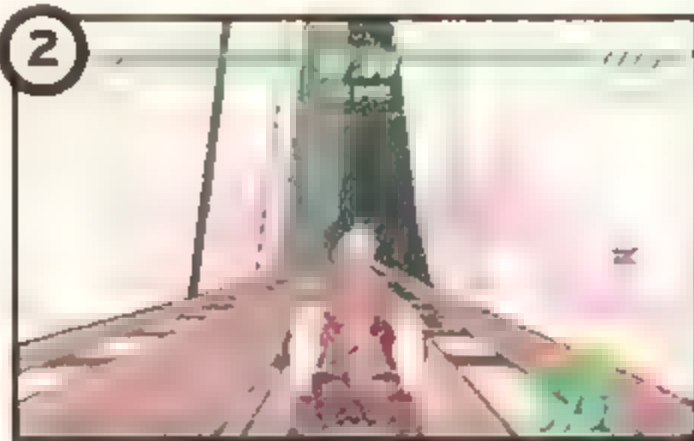
Race 4: Oro Ibanna

- **Racer to Use:** Navior
- **Basic Track strategy:**

If you want a high-speed course, Scrapper's Run will really thrill you. Boosting is what this course is all about. There are three major straight-aways you can use to boost your pod on. Each is relatively safe for doing so, although the track sections get narrower. As long as you ease off the analog stick, you should be able to stay centered on the track with minimal effort.

The only tough spot on the entire course is the hairpin curve that unexpectedly occurs after the floor drops out after the tunnel area. Trust us when we say you will wipe out here multiple times until you figure out the timing. Once you do, this course becomes a snap. That's assuming you have the proper pod modifications.

For this course, expending a little bit of your hard-earned Trugats on some coolant wouldn't be too bad of an idea. Getting a couple more seconds out of your boost can mean all the difference in the world. If you haven't upped your Acceleration and Traction, now would be a good time as well.



Boosting time: This course offers plenty of opportunities to boost your pod's speed. Remember to take your finger off the analog when you do this or you might end up bouncing off the walls.



A hard fall: When you near the end of the tunnel, hit the brakes on your pod, because there will be a hairpin curve after you land. Use the Z trigger as soon as you hit the ground.



The Zugga Challenge

Race 5: Mon Gazza

- **Racer to Use:** Navior
- **Basic Track strategy:**

The Zugga Challenge is not too difficult overall. The biggest consumer you'll find is the time you waste trying to repair your pods. The colors and layout of the track play havoc on your eyes. The dark colors and blending backdrops make things extremely hard to see.

As a result, you'll most likely end up smashing into the sides of the track until you can adjust. Aren't you glad you bought those repair droids?

The AI-controlled pods are easily left behind if you do the Starting Boost trick. You really shouldn't have to deal with

them if your careful enough not to hit too many walls.

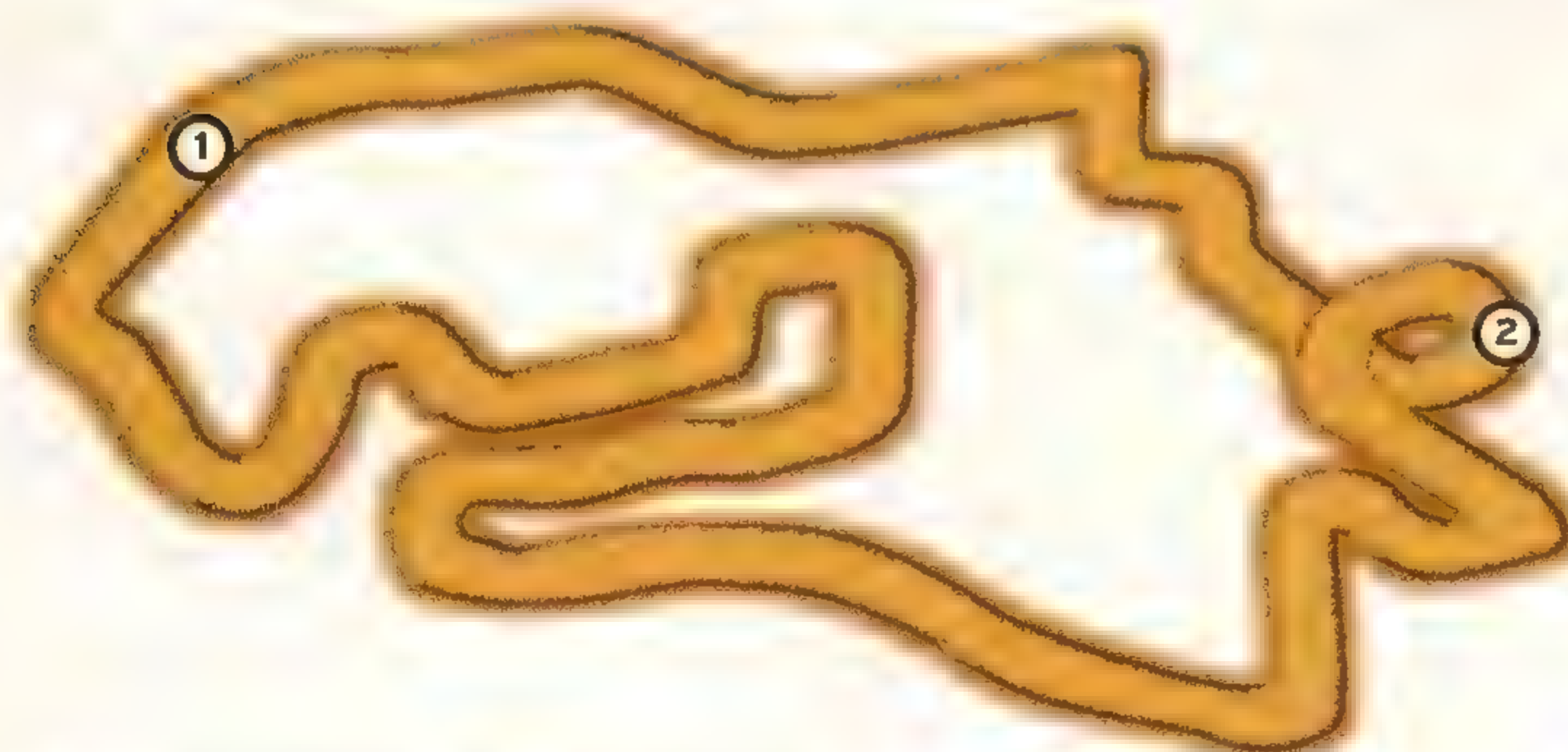
If you feel confident in your jumping skills, the jump in Zugga Challenge shouldn't be too tough. Just remember to keep your speed as well as your pod's nose up. Novice players will dread this part.



Hard jump: The part of the Zugga Challenge that will make or break you is the giant jump. Keep your nose raised the whole time or you'll never make it across.



Hard on the eyes: The curving bridge made of grating is really hard to navigate. The reason is not because of any hairpins, but because it's hell on your eyes. Try to keep your bearing.





Place:	1st	2nd	3rd	4th
Winner:	3,300	n/a	n/a	n/a
Fair:	1,200	1,050	900	150
Skilled:	1,800	900	450	150

Pod Racing Circuit **Semi-Pro**

The Baroo Coast

Race 6: Baroonda

- **Racer to Use:** Navior
- **Basic Track strategy:**

The Baroo Coast may seem like a breath of fresh air, but you'll soon come to despise this race. The hardest part of this track isn't the tough narrow turns or the mazelike corridors. It's the leafy foliage that blocks your view of what's coming ahead that will bring you the most grief.

Take a few practice runs around this course and take your lumps. This is one of those courses that you have to play repeatedly until you get the "feel" of it. This is one of the more unique courses in the game.

There are sections of this course where you will have no idea where to go. For the first time through, follow the computer-controlled pods and do what they do. They'll almost always follow the basic route of the track.

By now, you really shouldn't have to tool up your pods all that much. In fact, upgrading your pod now might unbalance how you play a little bit. As long as the other pods aren't beating you right off the bat, you don't need to upgrade. A pod with traction is essential for this level.



Massive boosting: While you're on the beach, it's a good time to use your boost. There's plenty of flat open ground to take advantage of. Just avoid the trees that outline this section of the track.



Leafy shortcut: There is a suspicious patch of leaves that conceals a really useful shortcut. The problem is that the shortcut comes up so quickly, it's easy to miss.



Bumpy's Breakers

Race 7: Aquilaris

- **Racer to Use:** Navior
- **Basic Track strategy:**

This is one of the toughest Aquilaris courses. The programmers were just plain mean when they made this level. There are a lot of misleading curves, and a jump that leads almost to certain doom unless you know it's there. The enemy pods will really gang up on you and they won't let up for a second. Your only hope is to endure what they throw at you and keep going. It will take all your skills in maneuvering to make it through Bumpy's Breakers. You have been warned.



Instant death? There is a jump that leads directly into a hairpin curve. The hard part is making the jump, the second is slowing as soon as you hit. Get your fingers ready for some Z trigger action or else!



More tight turns: There is a series of really tight turns that you'll have to survive. These can really be hell if you're surrounded by the other racers. Try to maintain your speed.

Place:	1st	2nd	3rd	4th
Winner:	4,400	n/a	n/a	n/a
Fair:	1,600	1,400	1,200	200
Skilled:	2,400	1,200	600	200



Executioner

Race 1: Oovo IV

- **Racer to Use:** Navior
- **Basic Track strategy:**

Overall, Executioner is a simple course. However, what makes it difficult is the level of the enemy pod racers and a nice tight spot that you have to squeeze yourself into. Let's hope you're prepared to thread yourself into a needle going 800+ mph!

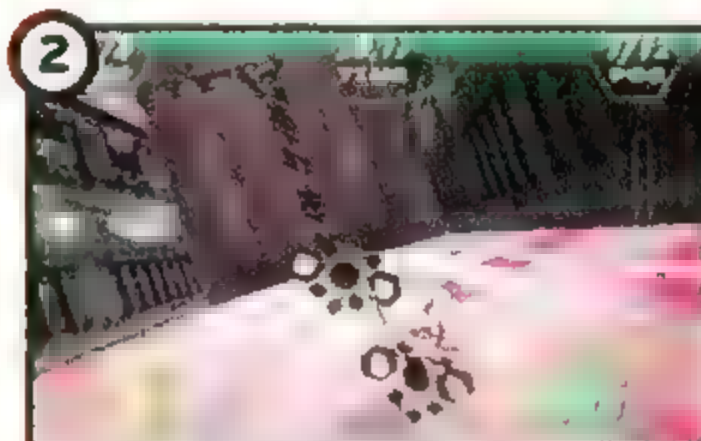
Maneuverability and small size is the way to go when choosing your pod. Once again Navior embodies the best aspects of all the attributes.

Of all the later courses, this one gives you the most opportunities to use your boost. Before racing this track, you

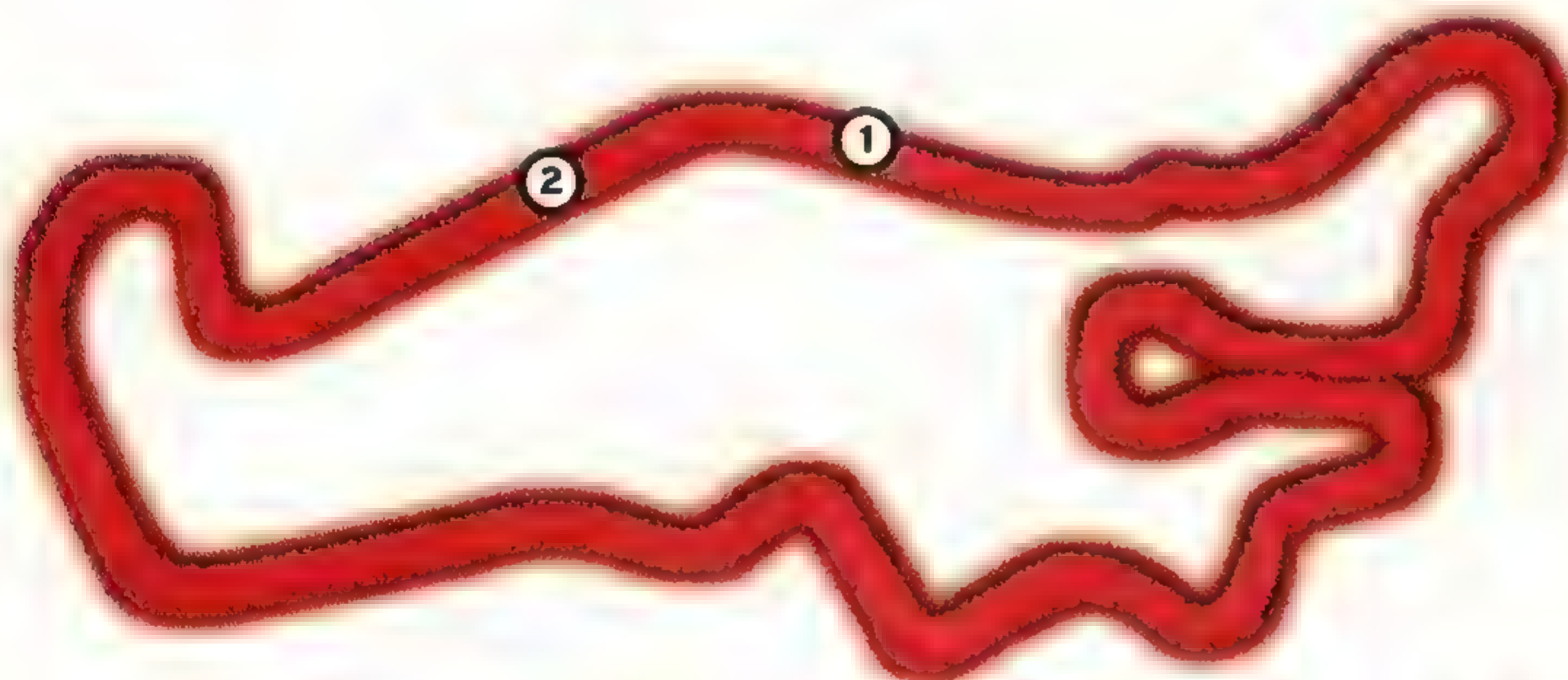
might want to upgrade your coolant if you have a couple of Truguts that you're willing to spare. Every second counts, and you don't want to start an engine fire in the middle of a race. Speed is what you need if you want to beat the modified pods of the competition.



Time to boost: There's a shortcut to take on the left side of the course that you'll want to use to boost on. You can make up a lot of time with this path.



Another tight fit: As if the course wasn't tough enough as it was, the programmers have put in one of those corridors where you have to turn your pod sideways.

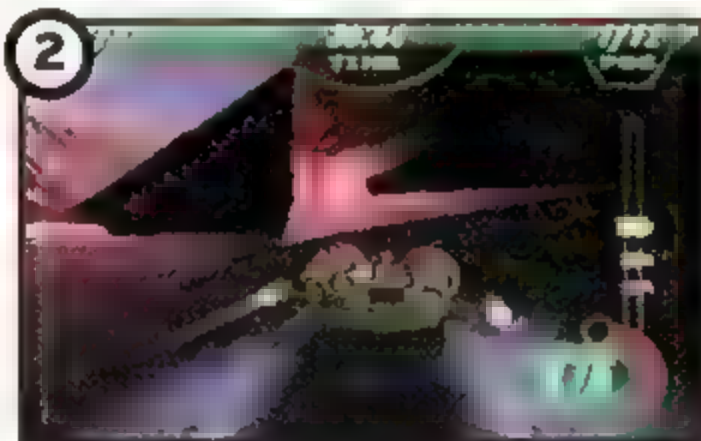


Sebulba's Legacy

Race 2: Malastare

- **Racer to Use:** Navior
- **Basic Track strategy:**

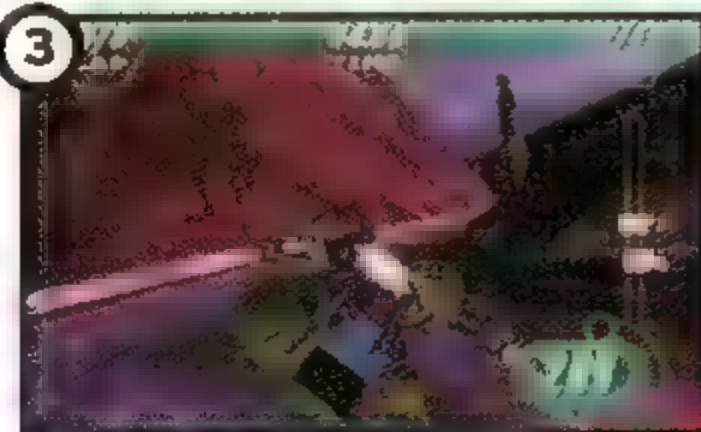
This course will give you a run for your money. Its track sports a lot of turns, but the biggest threat will be the other pods. They'll hound you through the entire race. If you take the shortcut right near the beginning, things will definitely be a lot easier for you. Just hope the other pods don't follow you through. Be sure your pod is modified for speed. Sebulba's Legacy is a short but intense course that will probably take you a couple of tries.



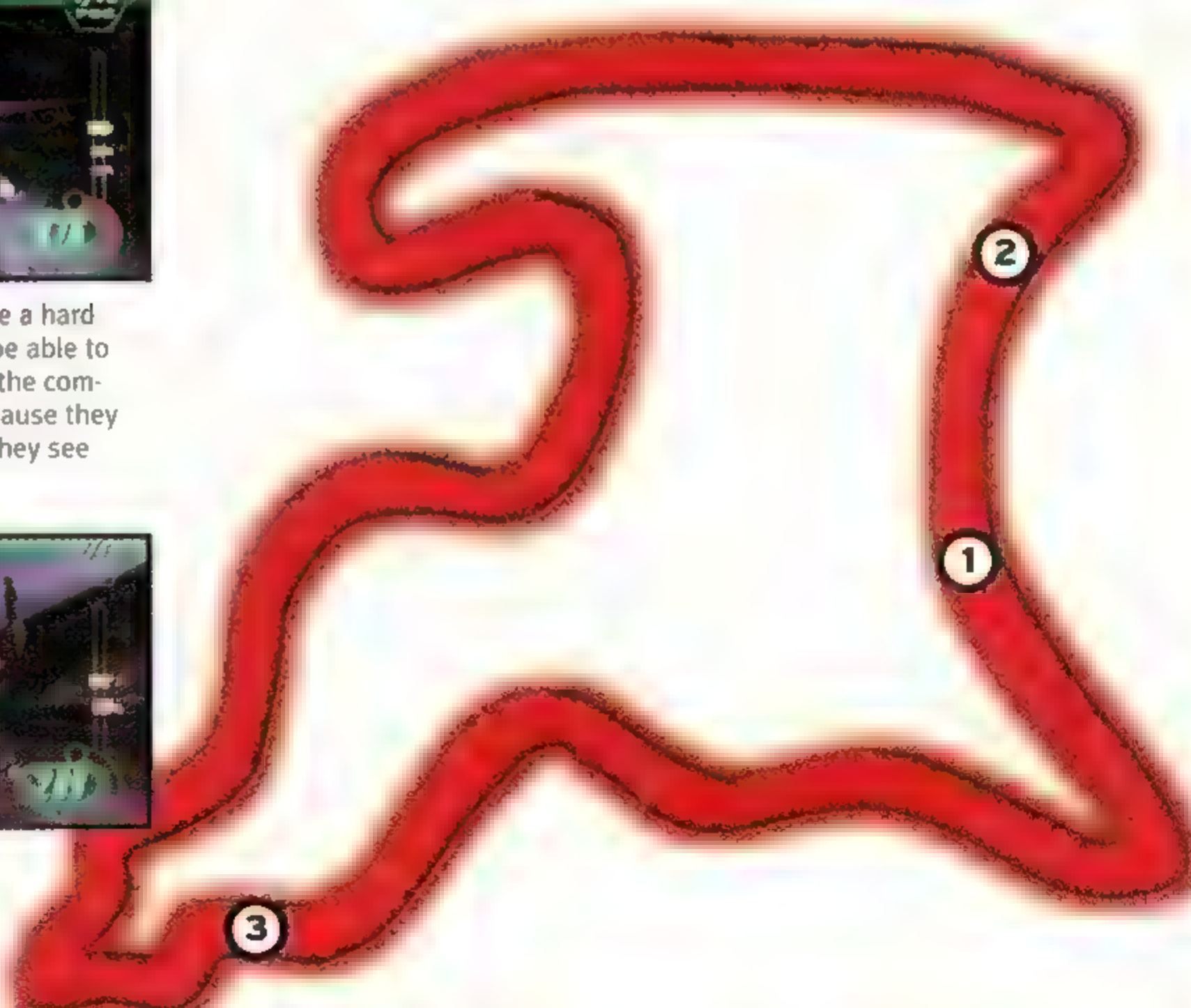
Save some time: If you take a hard right near the start, you'll be able to save loads of time against the computer pods. Watch out, because they might take the shortcut if they see you use it!



Longer but easier: When the track splits, take the left-hand course. It's longer, but much easier overall. When push comes to shove, take the easier route every time.



Tons of tight corners: A series of tight corners will put your driving skills to the test. Braking through works the best here.





Place:	1st	2nd	3rd	4th
Winner:	4,400	n/a	n/a	n/a
Fair:	1,600	1,400	1,200	200
Skilled:	2,400	1,200	600	200

Pod Racing Circuit

Galactic

The Grabvine Gateway

Race 3: Baroonda

- **Racer to Use:** Navior
- **Basic Track strategy:**

The Grabvine Gateway is one of the toughest courses in the game. The computer won't let up at all, and the course is pretty wicked in itself. There is a nice shortcut that alleviates some of the hassle, but you'll have to survive the first lap without it. Keep your eyes peeled for things sticking out of the water in the swamp. This frustrating map section is loaded with little hard-to-see hazards. It's easy to damage your pod on this course.



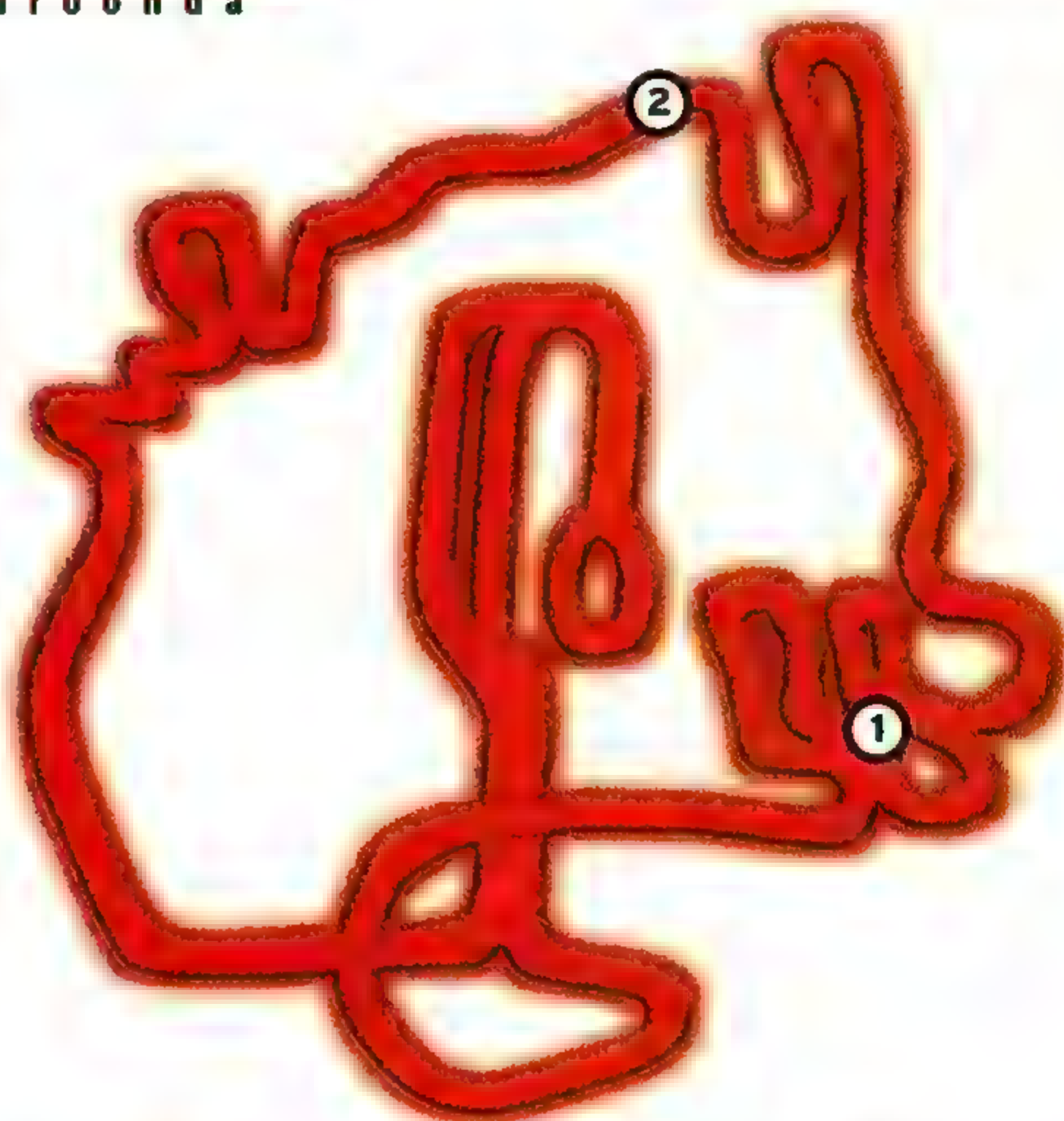
The swamp: This is the hardest section of the course. There are things sticking out of the water and it is difficult to see where you have to go. It's essentially trial-and-error.



The Rock shortcut PT1: The first lap you take through this level you will notice a large rock that seems out of place. Don't worry about it now, just complete the first lap and ignore it. You see why on the second lap.



The rock shortcut PT2: When you approach this area during your second lap, the rock will explode, revealing a shortcut you can use. You'll have to turn around to enter it, though.



Andobi Mountain Run

Race 4: Ando Prime

- **Racer to Use:** Navior
- **Basic Track strategy:**

If you fared well on the other Ando Prime courses, you'll probably do well on this one. Overall, it isn't much more difficult. Instead of the series of tight squeezes after the ice, there is an underground cavern to contend with. Everything else is pretty much the same.

The speed at which you'll be moving is going to be your worst enemy. This is the fastest you'll ever go on an Ando Prime track, and the amount of icy obstacles in your path may seem daunting. Think of this level as a giant game of memory. Keep in mind where each icy structure stands and you'll be able to avoid it.

Starting with the second lap, the tent shortcut from before will become available for you to use. If you want to risk trying to enter it, you can really make some good time down its straightaway.

After you exit the Ice Caverns there will be a series of ice-covered stones that you must weave in and out of. Keep to the left side or you can accidentally plummet down the side of the mountain's edge.



Slide to the underground: One section that makes this different from the previous Ando Prime levels is that you will go underground. Once again, you must aim on the ice to reach the entrance.



Explore the Ice Caverns: There are many ways to go in the ice caverns. They all take pretty much the same amount of time to go through, so see what works best for your style.



Place:	1st	2nd	3rd	4th
Winner:	4,400	n/a	n/a	n/a
Fair:	1,600	1,400	1,200	200
Skilled:	2,400	1,200	600	200



Dethro's Revenge

Race 5: Oro Ibanna

- **Racer to Use:** Navior
- **Basic Track strategy:**

Dethro's Revenge is a high-speed course that will test your driving skills, especially your cornering. What makes this track so tough is that there is a section that will drop you down if you touch the sides of the course. The net effect of this is that the bottom course is a bit

longer and it does not have a lot of shortcuts below. This track has a relatively high frustration factor as you'll have to restart if you drop down below more than once. Think of this level as a sort of training wheels for The Abyss course in the Invitation Circuit.

Playing these two levels back to back is a good idea because they both have the same feel and hazards.

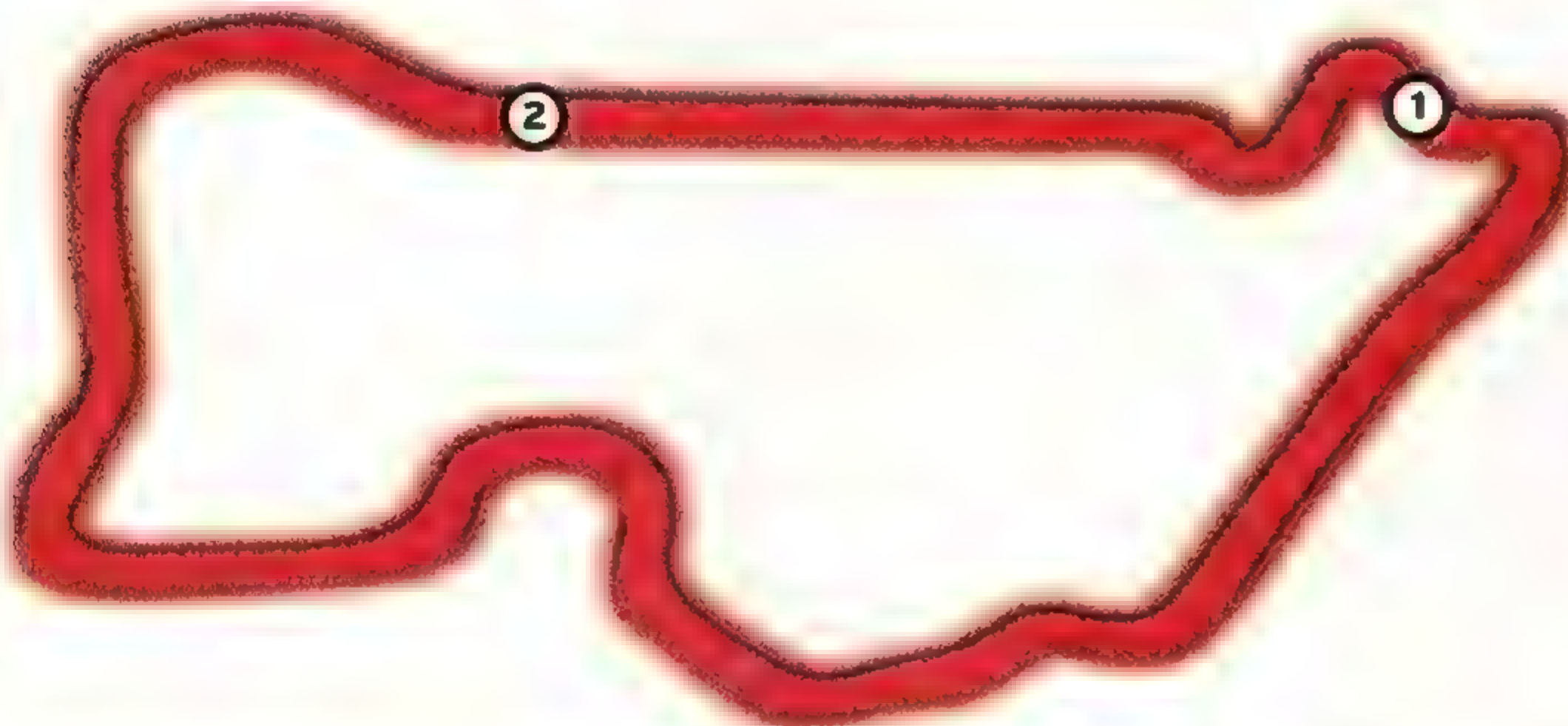
When choosing a pod for this course, try to use one that has a lot of maneuverability. The XG pick is "Bull's-eye" Navior for the best overall pod racer.



Drop down spot: The caged-in area will drop you down if you touch the sides. The best way to survive this part is to take it slow and easy, then blow through the rest of the course.



High speed: There are some excellent boosting straightaways toward the end of this course. It helps you make up the time you lost in the Drop Down areas.



Fire Mountain Rally

Race 6: Baroonda

- **Racer to Use:** Navior
- **Basic Track strategy:**

This track is difficult to get used to, simply because of all the different routes to take. They are all pretty much the same time-wise. The reason there are so many paths to take is to get you confused. Learn one path and stick to it. If you can learn to go through relatively flawlessly, this level isn't as tough as it is initially. One benefit to this track layout is you won't come into contact with the enemy pod racers as much. A maneuverable pod is a must.



Lots of tight corners: There are plenty of tight corners on this course. It is sufficient to use the braking technique to get past them. The Z trigger will only slow you down. You need to keep your speed up.



Keep your eyes open: The entrance to the network of caves inside the volcano is signaled by a patch of heavy steam. Get ready for a quick turn right after it.



Lower route: While racing inside the volcano, you will be given the option of taking a lower path. Doing so will give you a much easier time as there are less things to mess with.





Place:	1st	2nd	3rd	4th
Winner:	4,400	n/a	n/a	n/a
Fair:	1,600	1,400	1,200	200
Skilled:	2,400	1,200	600	200

Pod Racing Circuit

Galactic

The Boonta Classic

Race 7: Tatooine

- **Racer to Use:** Naviar
- **Basic Track strategy:**

This is the track that Anakin races on in the movie! This time Tatooine isn't going to be a walk in the park. The track has a lot of harrowing hazards and the other pods are just plain brutal. Add in a few Tuskan Raiders tossing bombs in your general direction and you've got one helluva headache. A well-rounded array of pod modifications will be enough to tip the odds in your favor. If you've just upgraded, take a few spins to get used to it.



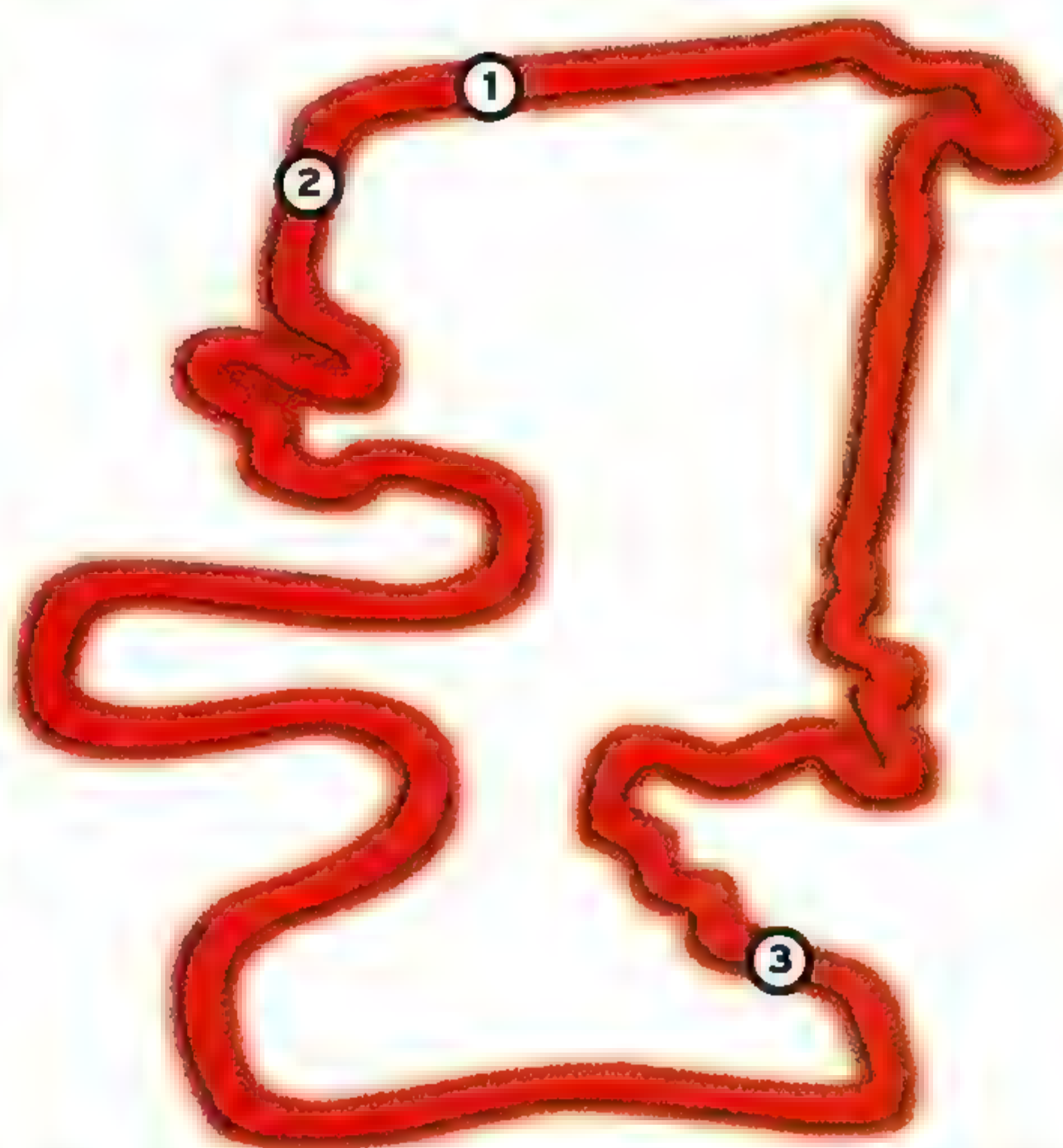
Multiple paths: Depending on how your pods is set up you'll want to choose the paths on your own. The left path is good for fast racers, while the right is for maneuverability.



The high road: If you take the high road, try to keep up your speed so you'll be able to jump the chasm that lies at the far end of the path. Keep your nose up!



Tuskan Raiders: When you hear their trademarked battle cry watch out! The Tuskan Raiders will toss bombs at the pods. They toss them ahead of you so you can dodge the blasts.



Winning Tips for Professionals

Starting with Speed!

● **Instant boost:** If you hold down the accelerator when the last set of the countdown letters fade, you will get an instant turbo boost. You'll know if you've done it right if your character yells out. This trick is useful for avoiding the initial rush of pods, where most players can mess up. Remember that your timing must be exact for this to work.



Jumping Obstacles

● **Bouncing:** On some of the courses, it might be advantageous to jump over a section of the track or obstacles. Doing this is kinda tricky, because most everything will crash you. If there is a small ridge or jump, hit a boost before hitting it. Keep your nose up, or you'll certainly explode. If you strike something after jumping, the game's more forgiving if you hit any obstacles.



Sebulba's Dirty Tricks

● **Overheat their engines:** If you taunt the other drivers (Right Shoulder button X2) while using Sebulba, a burst of flame will shoot out the right side of his pod. Any other racer unfortunate enough to hit the fiery burst will be forced to slow down and repair their craft. You can keep taunting as often as you wish, so anyone coming up your right side will get hindered. Sebulba is the only character who can attack the other pod racers.



Taunting Your Friends: Since every racer can taunt, you should try it in two-player mode. In the very least it can be distracting to the other guy.

Watch your Nose!

● **Nose position:** How you hold the analog stick will determine the handling of your pod to some degree.
 ● **Nose down:** This position is good for the long straightaways, but it detracts from the handling of your pods during turns. You nose down by pressing up on the analog stick.
 ● **Nose up:** By pressing down on the analog, you'll lift your nose upward. This has the effect of helping you through turns a little easier. Also, if you are in the air, you will glide far-



ther. Yet another aspect is that it's easier to brag onto a ledge if your nose is raised. Overall, holding your pod's nose up is the way to go.

Invitational Racing Circuit

Place:	1st	2nd	3rd	4th
Winner:	5,500	n/a	n/a	n/a
Fair:	2,000	1,750	1,500	n/a
Skilled:	3,300	1,500	750	n/a

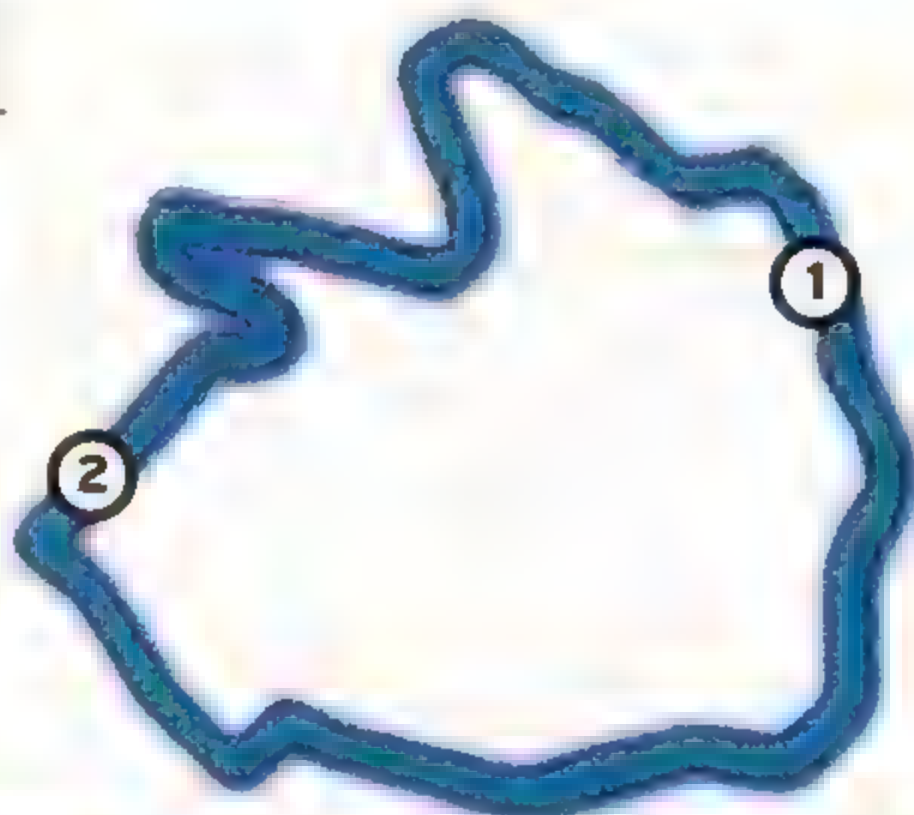


Ando Prime Centrum

Race 1: Ando Prime

- **Racer to Use:** Mars Guo
- **Basic Track strategy:**

The first Invitational is tremendously easy. Save this course for when your pod is damaged. This way, you can recover without too many worries. You can also milk this track for some easy Truguts if you wish. You will be awarded an invite to this course once you have defeated the first circuit.



Boosting time: There are several locations on this track where a boost can really put you ahead of the competition.



Tricky walls: The walls surrounding this track can sometimes be surprisingly narrow. Keep to the center of the screen for a safety cushion.

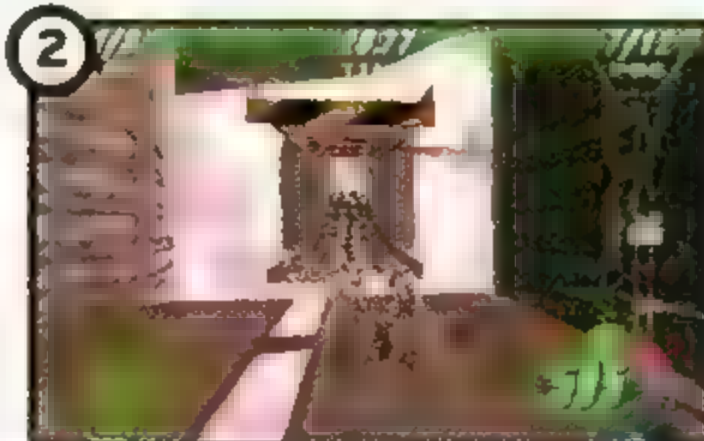
The Abyss

Race 2: Oro Ibanna

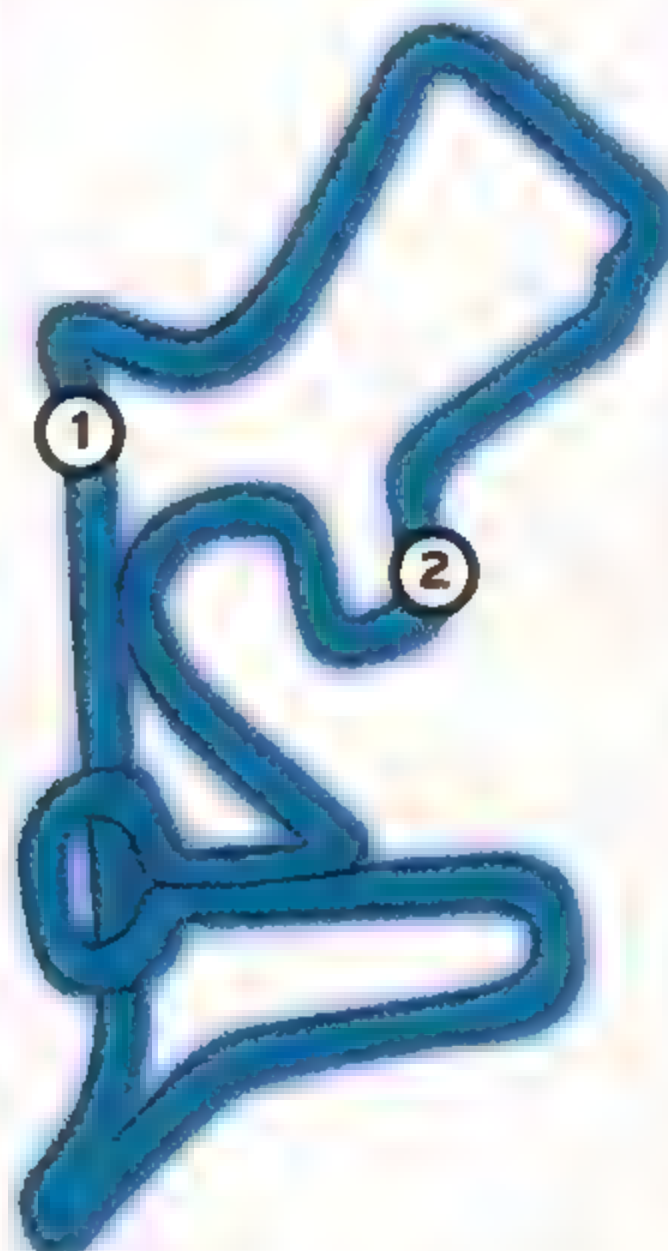
- **Racer to Use:** Navior
- **Basic Track strategy:** This is one of the most frustrating courses in the game. The whole challenge lies within the fact that there are two floors to the track. Staying on the track is a tough feat, especially when the other pods are nearby.



Awesome shortcut: When you first come up to the city, take a hard left and swerve around the far side of the round building. It helps a lot!



Drop down = failure: If you get too close to a side, you will slip and fall to the lower section. There is no way to win if you fall down below.



The Gauntlet

Race 3: Oovo IV

- **Racer to Use:** Navior
- **Basic Track strategy:** The Gauntlet is a twisting mess with confusing tight turns. At least it's not as bad as the last Invitation race. With some creative boosting, there are some sections of this race that will allow you to jump ahead.



Tight fit: You will have to turn your pod sideways if you hope to make it through this deadly corridor.



Multiple paths: You can choose between a high road and a low road. The high road is much easier.

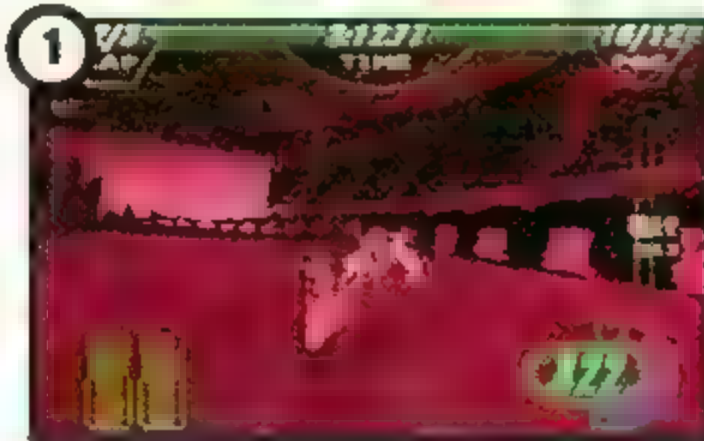


The Inferno

Race 4: Baroonda

- **Racer to Use:** Navior
- **Basic Track strategy:**

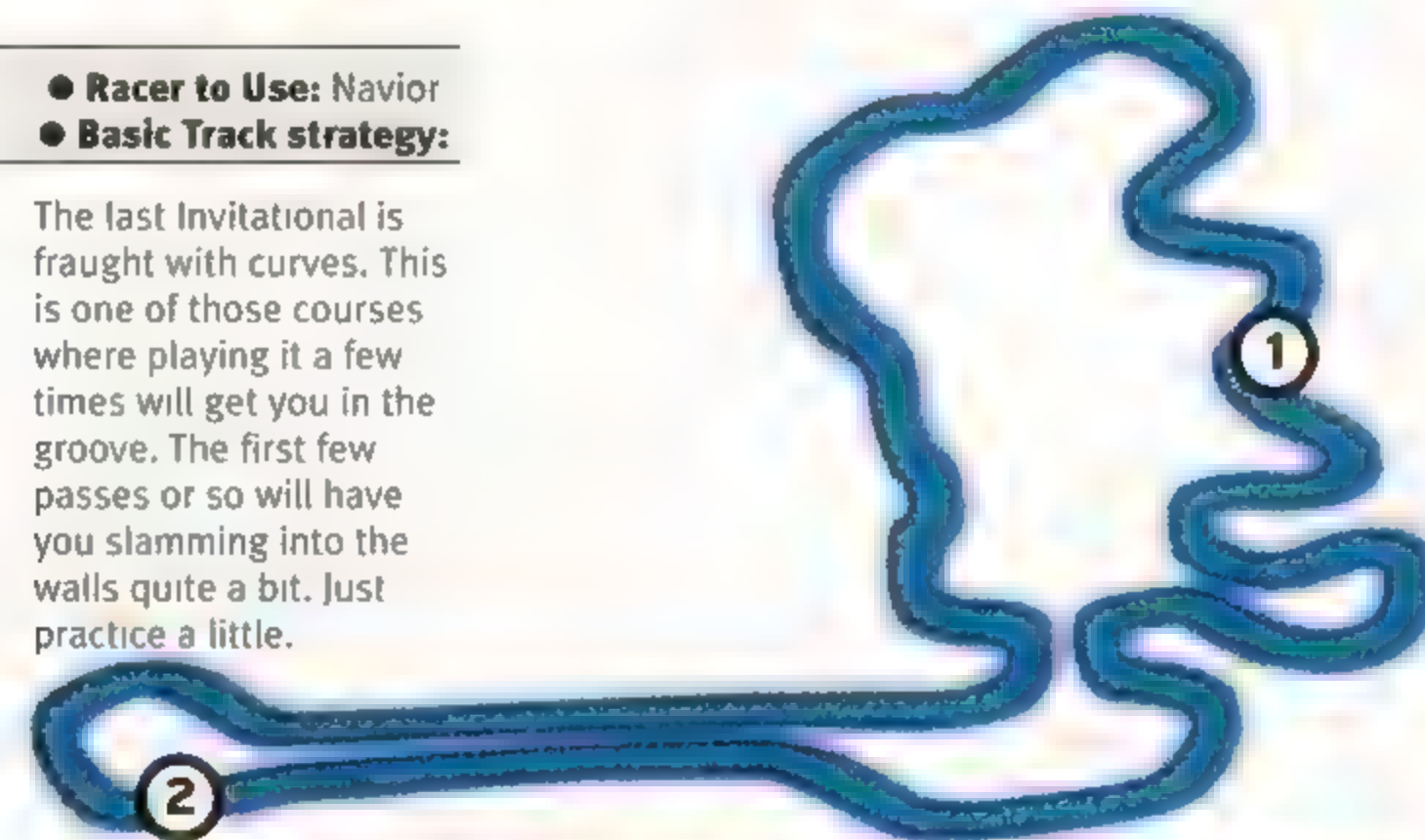
The last Invitational is fraught with curves. This is one of those courses where playing it a few times will get you in the groove. The first few passes or so will have you slamming into the walls quite a bit. Just practice a little.



Bridge trouble: When you reach the bridge, prepare yourself for some wicked turns. If you're upgraded, simply breaking should work.



Hard on the eyes: The level is tougher than most to see where you're going. If at all possible, play on a large TV, or crank up the contrast in the very least.



sunken filter
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Stopping Worldwide Disaster

End Game:

A Traitor In Your Midst...

1. Markinson appears.
2. Gabriel asks Markinson

4. Rhoemer tells Gabe his resistance is worthless.

5. Twahahahahahaha!

The Final Battle

Act quickly: You only have three minutes to disarm the R9 Devyaka. You'll need to roll under the blast door to safety. Only go for headshots with the scientists—any other way is futile.

Taking The Enemy Down With Impunity

Take the head shot: With only a limited amount of time in which to operate, you have to act fast. The most efficient way to down the enemy soldiers is to aim right for their heads. Sure, you'll be vulnerable for a second or two, but the time you save is well worth it. Every second will count in the final encounter.

Agent's choice: Want to pulp the heads of your enemies? Equip the Bizon-2 and you'll be rocking right through the opposition.

GUESS THE GAME ENDING AND WIN!

Perhaps last issue's contest was still a bit too easy on you. Well, now that we have your brain juices flowing, we brought the contest back up to *Expert Gamer* speed. Guess the game at the right and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than June 20, 1999! Send entries to Game Over #60 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

Clue:
Creepy
Fairy Tale
Fun

What's this, eh?

[illegible]



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Next Month

All editorial content subject to change.

EXPERT GAMER

July 1999

On sale date June 22

Expert Gamer will show you attitude next issue...the guide on WWF Attitude, that is. Each of the 20 wrestlers' signature moves will be provided as well as tips on how to create the best wrestler.

Buckle up tight, because we have the best strategy for World Driver: Championship that will

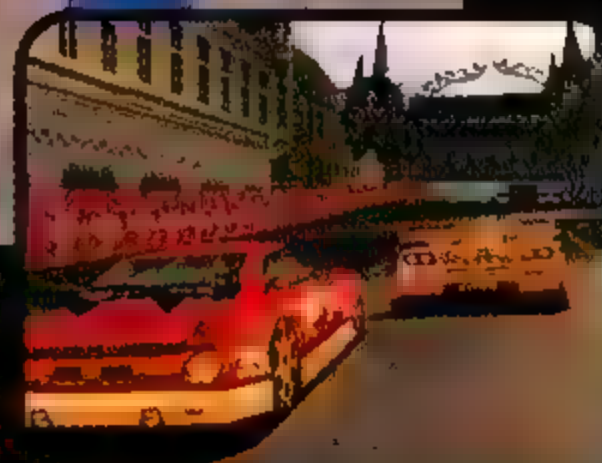
leave your head spinning. Each car will be rated plus detailed maps pinpoint where the danger zones are located.

Coming home from the arcades, Gauntlet Legends is a massive game. However, with the XG complete walk-through, the game won't be so foreboding.

Feature Story



Find your way easily through Gauntlet Legends with the XG strategy!



Is the competition driving loops around you? They won't be once you read the World Driver guide!



We don't like to make predictions but there's a good chance Star Wars Episode 1 Racer will impress you.



Find out if one of the most previewed titles was worth the coverage.

ELECTRONIC GAMING MONTHLY

On sale date June 8

July 1999

EGM turns 10 next month—and we're celebrating our birthday in a big way! Beyond the debut of our new look, we're producing three collector's edition wrestling covers. We're going to crack open the wrestling phenomenon to see what makes it tick.

Look to us for the first-printed news and announcements from this year's E3 expo. Oh yeah, you might want to know what we think about Star Wars Episode 1 Racer, Driver and Monaco Grand Prix. YOU MUST BUY THIS ISSUE OF Electronic Gaming Monthly!

Official U.S. PlayStation Magazine

July 1999

On sale date June 15

The Electronic Entertainment Expo (E3) is the biggest video game show of the year, and OPM will be there to provide you with the best PlayStation coverage. Expect loads of new previews of never-before-seen games, in addition to in-depth, hands-on analysis of some of the biggest games of

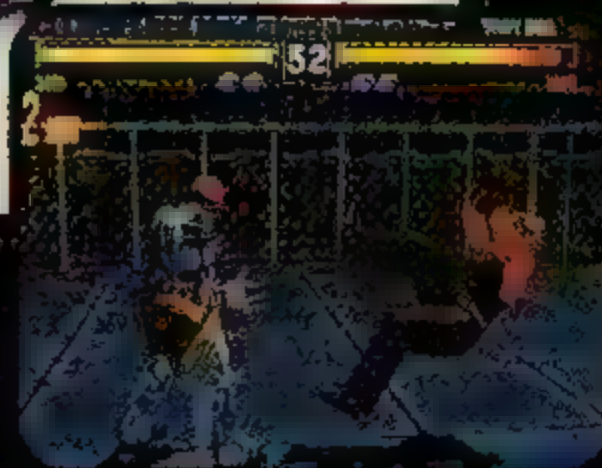
the year. There's also bound to be plenty of new announcements and further coverage on games like Crash Team Racing.

Also, we'll have a full Street Fighter Alpha 3 strategy guide and Bloody Roar 2, MLB 2000 and more will be playable on the demo!

Feature Story



Learn all the cool moves in the SF Alpha 3 guide next issue.



Sink your claws into Bloody Roar 2. It will be on the demo in next issue's OPM!

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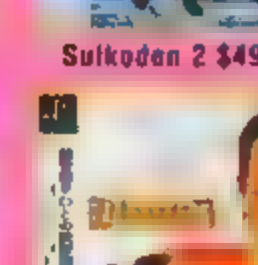
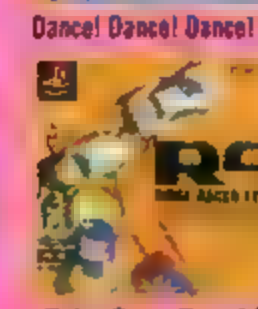
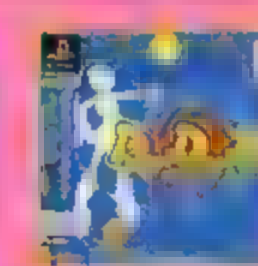
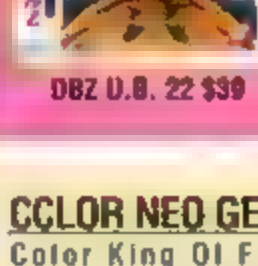
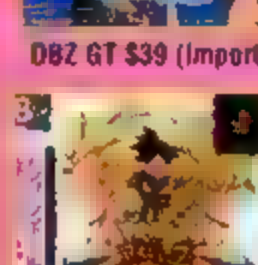
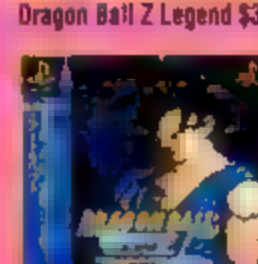
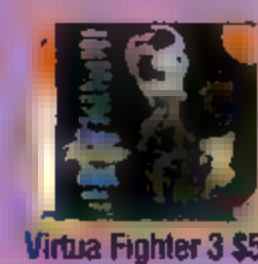


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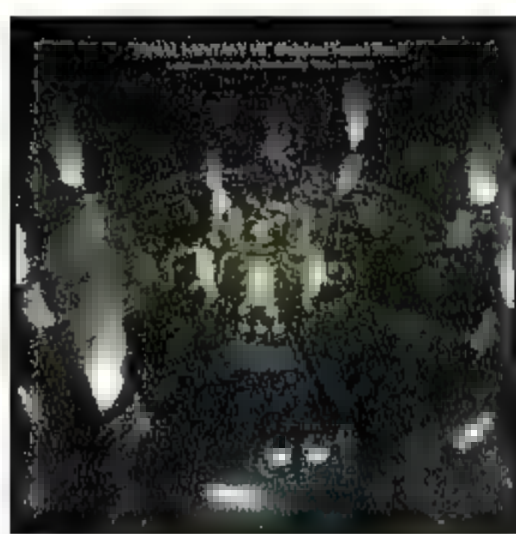


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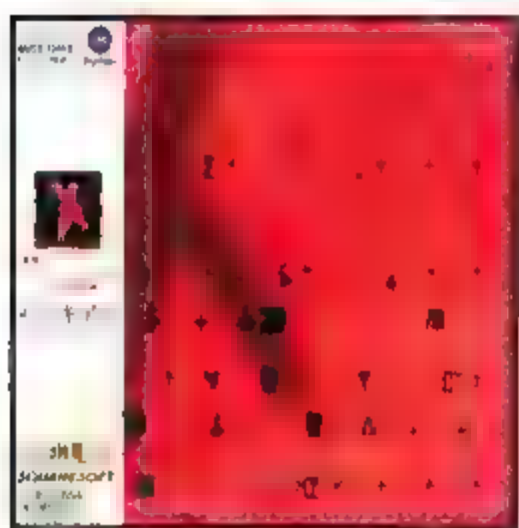
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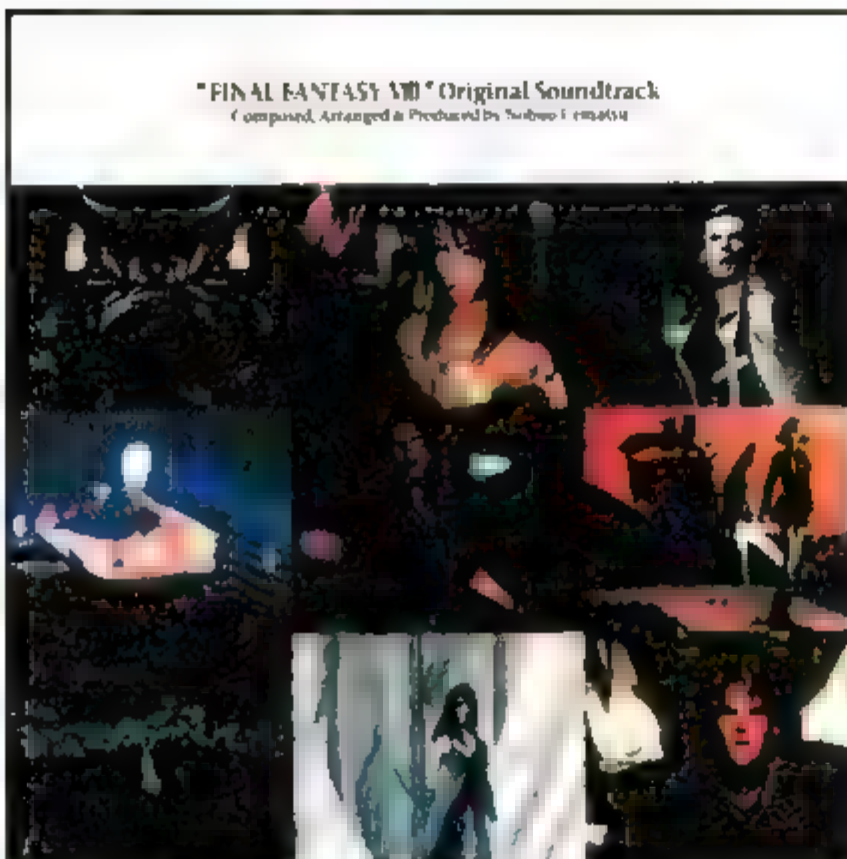
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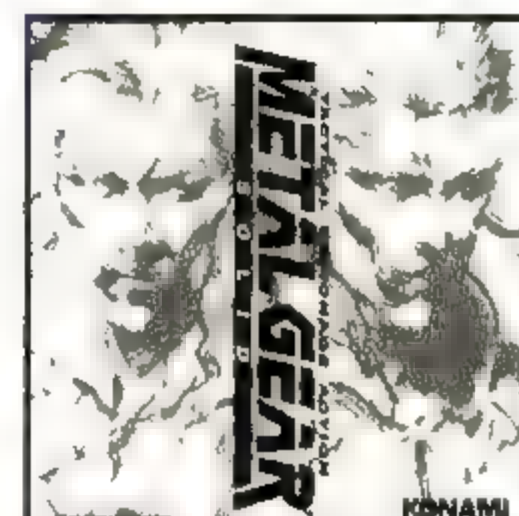
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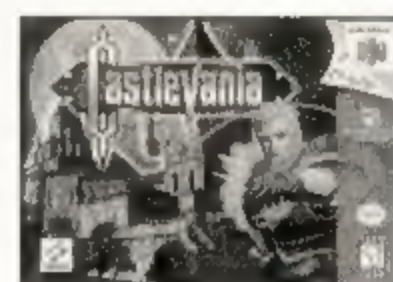
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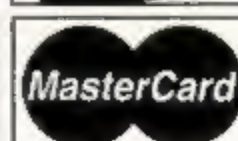
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